10 PAGES OF TRICKS AND STRATEGIES
Play Like a Pro: Triple Play 2001, Tony Hawk's Pro Skater, MediEvil 2, and much more!

ZIFF DAVIS

Volume 3
Issue 10

Official U.S. PlayStation Magazine

METAL GEAR SOLID 2
SONS OF LIBERTY
One Word: Wow

PS2: WHEN & HOW MUCH?
Only 4 Months To Go
Full Disclosure Page 30

TONY HAWK

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5 PLAYABLE DEMOS INSIDE Tony Hawk's Pro Skater 2 • Legend of Dragoon
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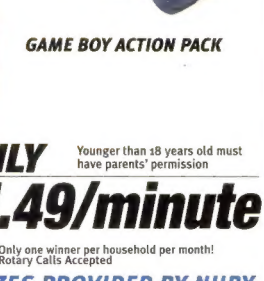

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Assisting us with the new look and design of the *Official U.S. PlayStation Magazine* was the NY-based design agency, 2FACE. Previously you may have seen their work for the Ford Focus print ad campaign.

ORSON SCOTT CARD
A Hugo and Nebula Award winning science fiction novelist (and the first author to win both awards two years running), Orson Scott Card is probably best known for the modern genre classic *Ender's Game*.

CHRIS GORE
Does this guy look familiar? You may have seen him before as a presenter on the FX TV show, *The New Movie Show With Chris Gore*. He makes his first appearance this month as a columnist in our Spin section.

TONY HAWK
Mr. 900 himself steps in as a writer this month to provide us with his musings in our Spin section. You may have heard of him. Apparently he's some kind of skateboarder, and someone made a game about him.

JOE TORENO
Responsible for the wonderful photography that appears throughout our cover story this month, Joe Toreno has previously provided work for magazines like *Wired*, *The Source* and *Rolling Stone*.

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The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

COVER STORIES THIS MONTH

TONY HAWK'S PRO SKATER 2 • 84

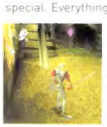
Sure to be one of the first really big hits on PlayStation this year. We check out the cool new game, give you a rundown on all the new features, and talk to Tony about life, love and wiping out.

PS2: WHEN AND HOW MUCH? • 30

We finally get a date and a price, plus details of Sony's broadband Internet plans and strategy for the next few years. Only four months to wait now. Make sure you pre-order your system.

METAL GEAR SOLID 2: SONS OF LIBERTY • 24

One of the most eagerly anticipated games ever made an appearance at E3 this year. We have the first shots available, and they look pretty damn special. Everything you see is gameplay...but you won't believe it.



10 PAGES OF TRICKS AND STRATEGY • 110

Tons of tricks and advice on how to get through the hard bits in MediEvil II. We've also got all the tips you'll ever need for Tony Hawk's Pro Skater and Triple Play 2001. PLUS! Tons of cheats for the most popular games.

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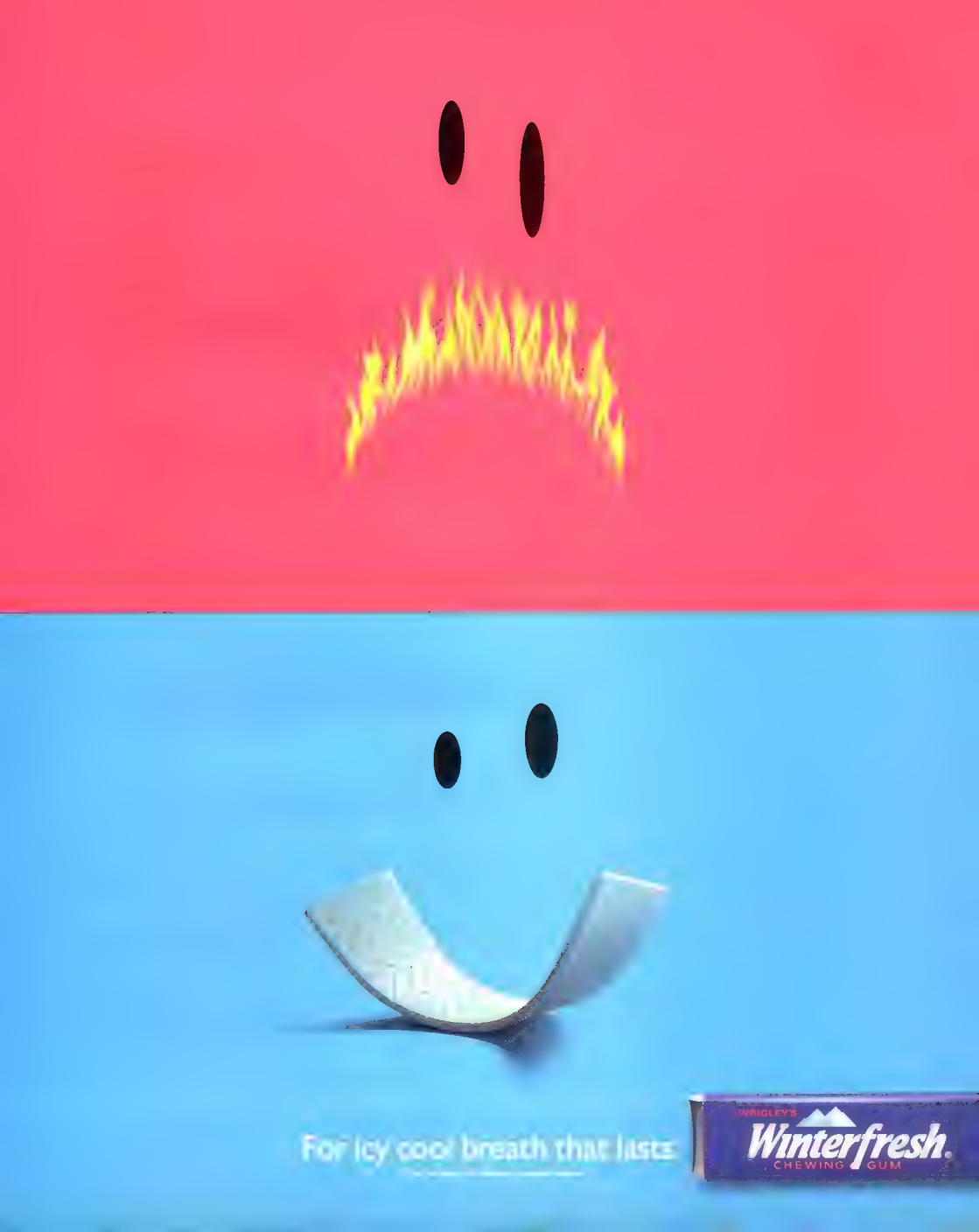
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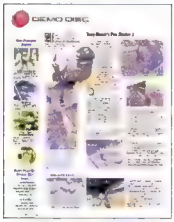

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Everything you need to know to get your exclusive disc up and running

Input • 22
Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**

Spin • 30
News, gossip and culture. If it's happening in the world of PlayStation, this is where you'll find out about it. This month we reveal the PlayStation2 launch details, plus hot news from E3

Top Secrets • 110
Tricks for the most popular games, plus strategies for Medal of Evil II, THPS and Triple Play 2001

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John Davison
Editor in Chief

Welcome

to the new look of the *Official U.S PlayStation Magazine*. At a point in time when everything is changing in the PlayStation world, we thought it was time to give the magazine a fresh lick of paint. As you've no doubt noticed by now, we're a larger size, the magazine has been completely changed from front to back, and there are some new faces inside. We'll still be bringing you our exclusive demo disc every month along with the most comprehensive coverage you'll find anywhere, but now we're ready to tackle everything the PlayStation can throw at us. More than 27 million of you now own PlayStations, and with PS2 we're going to see the types of entertainment available on the system broaden considerably. With your input, we'll tackle this in the most thorough and entertaining fashion we can. E-mail us your thoughts at **OPM@ziffdavis.com**

Video Games Have Ratings, Just Like Movies

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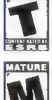

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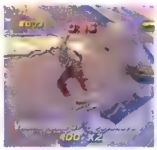

TONY HAWK'S PRO SKATER 2

This demo is so cool, you won't be able to wait for the final game later this year. Make sure you practice too, cause you can play the demo and win $10,000 if you post your score at www.activis.on.com

LEGEND OF DRAGOON TEEN RATING
A surprisingly cool-looking game from Sony Computer Entertainment. Limitation is the sincerest form of flattery, then the guys at Square are probably blushing right now, as Legend of Dragoon pays homage to Final Fantasy in many of its characteristics. Check out the demo and get a taste of the beautifully designed, character-driven story. You'll be hooked. Plus, check out our review on page 102

MLB 2001 EVERYONE RATING
This year's offering from 989 Sports is pretty much neck-and-neck with EA's Triple Play 2001... just like always. The demo offers 2.5 innings of play in an All-Star match, so step up to the plate and give it a swing

MR. DRILLER EVERYONE RATING
They say that simple ideas are the best, and text games can generate this more ably than Namco's Mr. Driller. The premise is incredibly simple. You drill through blocks to get to the bottom of the screen, and you try to do it without anything dropping on your head. It's unbelievably addictive, and Mr. Driller's one cute-looking little fellow

STAR TREK INVASION EVERYONE RATING
Our cover game on the April 2000 issue, Star Trek Invasion is the first Trek game to appear on the PlayStation. Rather than focus on the huge capital ships and the strategy involved in moving them around, Invasion tackles the little-seen fighter wing of Starfleet. Developed by the team that produced Colony Wars, this is a seriously good-looking game

NON-PLAYABLE DEMOS

JEDI POWER BATTLES, TENCHU 2, COVERT OPS: NUCLEAR DAWN

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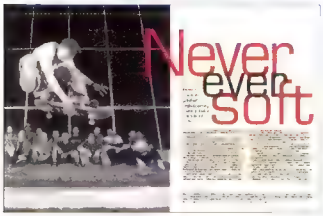

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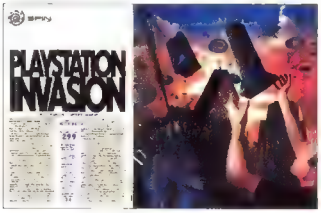

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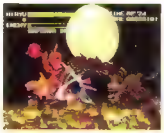

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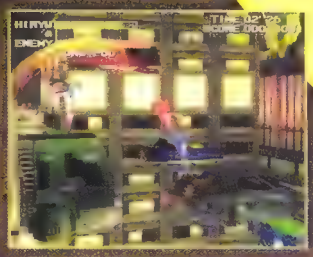
Stuntman 106
Test Drive Le Mans 106

page 32

The Amazing Hero is Back!

STRIDER 2™



A dark and dangerous future. An elusive hero. Now, one of the world's most legendary heroes, Strider Hiryu, returns on the PlayStation® game console. Armed with his light sword, Strider blazes through the darkness to battle the evil dictator, Grandmaster.

Featuring 2 discs of gritty action adventure, this highly anticipated sequel also includes an incredible bonus…the complete, original Strider adventure.

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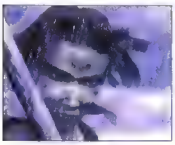
Non-Playable Demos

Jedi Power Battles

Players: 1-2 • Availability: [illegible] • Developer: LucasArts • Publisher: LucasArts • Genre: Act[illegible]



Tenchu 2

Players: 1 • Availability: August • Developer: Acquire • Publisher: Activision • Genre: Action

Covert Ops: Nuclear Dawn

Players: [illegible] • Availability: [illegible] • Developer: [illegible] • Publisher: Activision • Genre: Adventure

Next Month's Demo Disc

Playables:

Play with the Teletubbies, Tenchu 2, Walt Disney World: Magical Racing Tour, Destruction Derby Raw, Team Buddies, Jedi Power Battles

Non-Playables:

NFL GameDay, NCAA GameBreaker, NHL FaceOff, Dave Mirra Freestyle BMX

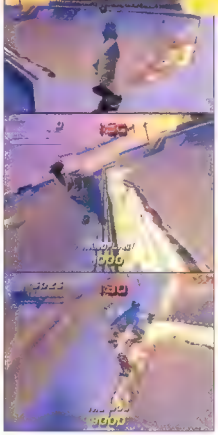
Tony Hawk's Pro Skater 2

△	Grind	L1	Fast Spin
□	Kick Trick	L2	Not Used
○	Grab Trick	R1	Fast Spin
✕	Crouch / Jump	R2	Switch / Regular

Players: 1-2 • Availability: [illegible] • Developer: Neversoft • Publisher: [illegible] • Genre: Extreme [illegible]

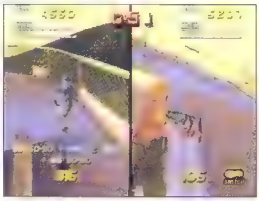
What is it?

[illegible] the Average Joe kind of guy [illegible] 57 ch[illegible] [illegible] you had a skate [illegible] kid and fancied [illegible] Tony the shredder [illegible] from your [illegible] you might even [illegible]



What to expect in the full game.

A [illegible] of 13 pro skaters including [illegible] M[illegible]ka, plus newcomer Eric Koston, Rodr[illegible] M[illegible] and Steve Caballero, new Create-A[illegible] be[illegible] enha[illegible] improved textures [illegible] of [illegible] [illegible] as grabs, grinds, invert[illegible] tips an[illegible] editor that allows change[illegible] [illegible] sets, and phy[illegible] [illegible] on of a brand-new [illegible] multi-player modes, unlock [illegible] fantastic secret [illegible]



[illegible] ng as Chad before [illegible] [illegible] more your [illegible] areas on the M[illegible] [illegible] a "snapshot" [illegible] ed stunts. For starters, try [illegible] leaning park ben[illegible] [illegible] ot at soaring over the signs [illegible] the track. Don't be afraid to expe[illegible] [illegible] er some of the [illegible] ot tricks by accident.

Our advice:

[illegible] it to the original [illegible] ked up over the [illegible] erable to the sequel.

OPM psychic sez:

Tony Hawk's Pro Skater [illegible] s sure to be a smash hit when it re[illegible] eases [illegible] August. All the features that made the first a s[illegible] ess are being improv[illegible] d, while innovative additions will keep th[illegible] [illegible] Want more on Mr. Hawk? Then turn [illegible] to this month's feature, starting on page 84.

Can you score more than 25,000 points? If you do, you'll get a passcode that'll let you compete in a special Tony Hawk 2 demo high score contest on www.activision.com.

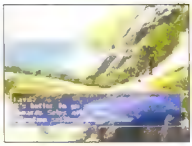
Need help pulling off Tony Hawk's 900? Start by heading over to the halfpipes. Build up your special meter with nollie handplant combos and grab tricks. Once your speed maxes out and your special bar flashes yellow, give it a try (Right, Down + Circle). Good luck!

Create-A-Park Mode

Arguably the best new feature in Tony Hawk Pro Skater 2 is the Create-A-Park mode. With a cornucopia of parts, players can work toward building their dream park by rotating and placing pieces in real-time 3D before saving masterpieces to a memory card. You'll have risers, ramps, pools, rails, benches and other funky objects to play with. The demo gives you a sample of the skate park editor—give it a shot and create a truly killer course.

The Legend of Dragoon

What is it?



What to expect in the full game

Our Advice

OPM psychic sez:

TEEN T	△ Menu	L1 Rotate Map Left	Players: 1 • Availability: Now •
	□ Not Used	L2 Switch Screen	Developer: Sony CEI • Publisher:
	○ Cancel / Run	R1 Rotate Map Right	Sony CEA • Genre: RP
	✕ Select / Attack	R2 Switch Screen	

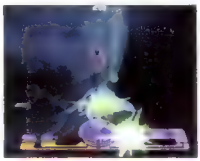
Mr. Driller

EVERYONE E	△ Drill	L1 Not Used	Players: • Availability: N •
	□ Drill	L2 Not Used	Developer: Namco • Publisher
	○ Drill	R1 Not Used	Namco • Genre
	✕ Drill	R2 Not Used	

MLB 2001

EVERYONE E	△ Steal a base	L1 Not used	Players: 1 • Availability: Now •
	□ Change bat	L2 Not used	Developer: Sony Sports • Publisher
	○ Bunt	R1 Not used	Sony CEA • Genre
	✕ Swing	R2 Not used	

Star Trek Invasion



EVERYONE E	△ Target Lock	L1 Strafe / Roll Left	Players: 1-2 • Availability: Aug •
	□ 2nd Weapon	L2 Reverse	Developer: • Publisher
	○ Switch Weapons	R1 Strafe / Roll Right	• Genre
	✕ Primary Weapon	R2 Forward	

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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WHAT A WASTE OF A PERFECTLY GOOD RAIL.

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IS IT THE SECOND ACT OR THE SECOND COMING? IS IT AN EVOLUTION OR A REVOLUTION?

IS IT A SEQUEL OR A QUANTUM LEAP? WHAT IS THE MEANING OF TWO? TOO? TO?

COMING SOON ***GRAN TURISMO 2***

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Pure Crazy

sweepstakes

grind session™

grand prize

A Ford Ranger XLT 4x4 4-door equipped with a 3.0L engine

first prize

PlayStation™ branded skateboards

second prize

Grind Session™ T-shirts

Visit your local Electronics Boutique or K·B Toys to enter.

SWEEPSTAKES RUNS MAY 23 TO JULY 4, 2000

No purchase necessary. Sweepstakes ends 7/4/00. Promotion open to U.S. residents only. For full rules or mail-in entries send SASE to Grind Session Pure Crazy Sweepstakes, 919 E. Hillsdale Blvd., Foster City, CA 94404. Grind Session™ is a trademark of Sony Computer Entertainment America Inc. Developed by Shaba Games. Jeans and the Jeans Tripe Crown of Skateboarding are registered trademarks of Jeans, Inc. Ford trademarks and trade dress of Ranger truck used under license from Ford Motor Company. © 2000 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

LETTER OF THE MONTH

...fathers... the joys of v...

...buy them appropriate... Band... also buy... myself the RE series, Final Fantasy, etc. and... they're not around. The point of this letter... stop blaming... and take responsibility for their...

"I'll raise my own children, thank you very much, and sometimes a 'reality break' of mulching zombies with a chaingun can be very stress-relieving."

CONTACT OPM

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60522-3338

fax
If you need to
630 382 9010

...what it takes to... the **Letter of the Month?** Send us your video game expositions (you don't even have to agree with us!) and you too could win an official *OPM* *Box Of Joy*. New surprises every month! Send to the address above or

OPM@ziffdavis.com

Take a village to raise a child... in a night? That PlayStation isn't a... entertainment... sit down and... event... world. Turn a video game... trip to the... it really looks like, and boy, are they... plain to them that violence is... real... these senators and congressmen wh... smacks too much of "Big Brother"... you very much, and sometimes a... mulching zombies with... can be very stress-relieving. My... through... can be gr... the wh... were... me commun...

Michael Belt
...ridge City, IN
...

This problem is never going away, as the entertainment industry has been on the pointy end of many a politician's retribution stick. Everyone wants to blame something, and it's easy to blame something lots of people don't understand. Now that video games are such a major element in the entertainment biz, we're going to keep seeing this kind of attention. We all understand the stress-relieving qualities of mulching things with a chaingun, but we also find that just looking at a picture of our pal Mr. Driller can make you feel much better about life. Responsible parenting should always be a priority, and many parents turn to blaming an activity like gaming out of guilt from not spending enough time with their kids.

QUESTION OF THE MOMENT

This month you rai... about th... length... we'd like to focus your attention on the PlayStation2 announcement... E3 (see Spin). E-mail us your thoughts to OPM@ziffdavis.com. Mark your notes PS2E3.

...statement in your n... said Galerians has 50...

Vincent Tranquillo
...

...game? My hair, a... finished the thing in less than 10... Rybick...

Peter Edwards
Santa Monica, CA

Galerians? Fea... ing games? I don't think s...

Tom Chignell
via the Internet

...short and boring

Laura Needel

PS2 Lackluster Launch? Nah.

It seems like the PS2 is facing lots of criticism after its lackluster launch in Japan. Sony's under lots o... might be able to survive... ale under the microscope... Microsoft's plan to acquire a big... seems to threaten Son... party support while Nintendo... ms to be making sure that the... ...ent would overpower...

Kenji J. Cautivo
Manila, Philippine

You think that selling 980,000 systems in one weekend is lackluster?

Sons Of Liberty

Where in the world is Metal Gear Solid Part Two? I have tried to find any information available about the game... playing v... description... am in pursuit of the lateral... have played MG... start to finish about six... all the VR missions... done my part. Where in the hell does Konami get off in making us wait? I am anxious... waiting for the release of MGS2. What I don't understand is how... see sequels to other games (e.g. Syphon Filter 2, Tomb Ra... Tony Hawk 2 etc.) in development and... within... time frame, however MGS2 is... be found. In my opinion M... the best video game ever created, pushing the... our little 32bit workhor...

A exa...

It's on its way, as we've reported elsewhere this issue. I guess for some of the really good things in life you have to wait. Hideo Kojima is a true perfectionist and likes to take his time. The last Metal Gear game was four years in the making, so the fact that we're seeing things on MGS2: Sons of Liberty *now* is something of a surprise. We can't wait. It's bound to be a good reason to upgrade to PS2, regardless of anything else.

QUICK HITS

RESIDENT EVIL CODE: VERONICA ON PLAYSTATION?
Are there any plans to bring Resident Evil Code: Veronica to PlayStation?
Vrncac@aol.com

Unfortunately it looks like Code: Veronica is a Dreamcast-only product. There is a cool new RE game coming for PS2 though.

ANY MORE ABE?
Please don't tell me that there is no more. I want some more of my little buddy Abe. Are there more games out that I don't know about? Please advise.
RingoDan
sepcodan@webtv.net

Abe does appear in Munch's Oddysee, but he shares the spotlight with another major character.

PS2 AND OLD JOYPADS AND STUFF
Will old controllers work on the PS2? Can I intermingle the old accessories like I will use the PSX games?
Mike Bellman
via the Internet

Most controllers will work. Our old Dual Shocks certainly do. Only things like the Multi-tap will have trouble because of the new memory card technology.

A gothic horror RPG set in the late 19th century.
An Epic tale of murder, mystery and mayhem.
And Koudelka, a troubled yet strong woman, determined to unravel it all.

KOUDELKA

SNK

COMING JUNE 2000

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Tuvok In Tokyo?

I've been a faithful reader of your magazine for about a [illegible] I know! and only [illegible] PlayStation s[illegible] the best [illegible] massive E[illegible] coverage [illegible] May 2001 issue. I made an ast[illegible] that the PS2 is THE bes[illegible] history. The big man [illegible] waiting in line to get a grip at the [illegible] system.

Sebastien Fournier
[illegible]

You think? The hair's kinda similar, but this guy doesn't have pointy ears.

Buffy's Biggest Fan Writes

I am Buffy's biggest fan [illegible] the game. [illegible] really all that great [illegible] the game? [illegible]

Monica Beach
San [illegible] CA

As far as we're aware, the Buffy game will feature voices from the cast of the series although this is yet to be officially confirmed. Expect a 3D action game in a vaguely Resident Evil-style setting.

PS2 Questions, Questions, Questions

I am eagerly awaiting the [illegible] have [illegible] 1. With the American [illegible] chipset in the Japan[illegible] different [illegible] much easier to just [illegible] drivers [illegible] USB and Firewire connections on [illegible]

QUICK HITS

FF IX, X, XI ONLINE?
My question is simple...will Final Fantasy IX, X, and XI be just for on-line use like some people have been telling me, (non-fans), or will I be able to play them on my PlayStation or PlayStation2?
Michael Brown
Dbz0317@aol.com

FFX and XI will be online games, and will be PS2 only.

WE HAVE WINTERFRESH BREATH
Are you guys totally obsessed with Winterfresh gum? There have been a lot of ads for it in the recent issues of OPM. Do you guys chew it when you're playing?
Dave Carillet
via the Internet

No.

THE SOAP BOX

I was disappointed to see a game called Prima[illegible] May [illegible] April issue [illegible] looking at the pictures and the [illegible] explanation [illegible] this game's [illegible] ashamed of themselves. Once again, video game creators thought it [illegible] the male player with this sexist and very pointless game! Female gamers are always directed toward [illegible] games that [illegible] to play games such as Resident Evil, Final Fantasy, and Silent Hill. Granted, if this game featured male models I would be a lot interested but I would not pick up this game, because [illegible] computer-[illegible] images. After playing [illegible] the game it gives them the impression that this is what women [illegible] Maybe game [illegible] should try and target girl gamers more?

Lauren Street
Address withheld

could [illegible] games go on to take advantage of the [illegible] graphics mode?

C. Arndt
[illegible]

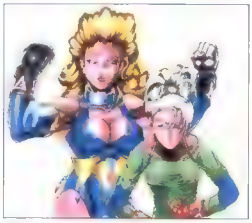
Lucky us, we get another chance to run a Sarah Michelle Gellar pic for you.

Got something to rant about? Get on our soap box. E-mail us at OPM@ziffdavis.com and mark the subject line as SOAPBOX

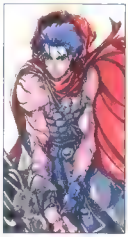
1.) Nope, it won't be that easy; everything will be encrypted on the chip. That's part of what the recent news stories were about. 2.) Yep, just one way. 3.) Most companies are developing with this in mind, RRV, Tekken Tag, and many other games look great on a 16:9 TV with the appropriate mode switched on using the Utility Disc.

The Reader Art Challenge

[illegible] month we pick [illegible]



Joe Suk Lee, Hixson, TN



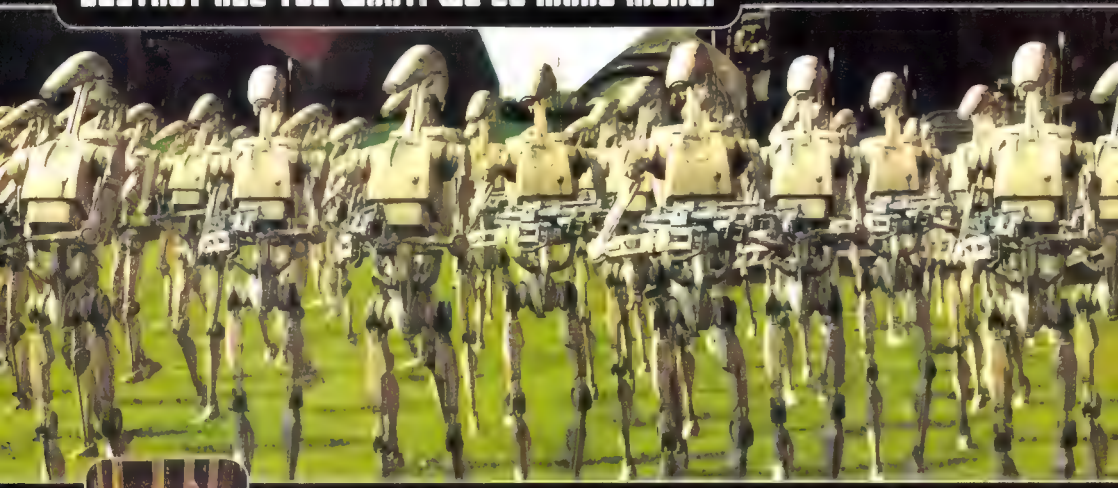
James Beaver, Warren, OH

Lea Travus, Bloomfield, New Brunswick

Winner!

Sherman McClain, Richmond, TX

DESTROY ALL YOU WANT. WE'LL MAKE MORE.



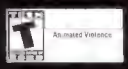
Tread not where you are unwanted. Or pay the ultimate price.

If sheer numbers are not your downfall, alien creatures and mysterious opponents of unfathomable strength surely will be.

But, wise Jedi, the choice is yours. Enter at your own risk.

STAR WARS
EPISODE I
JEDI POWER BATTLES

jedipowerbattles.lucasarts.com
www.starwars.com



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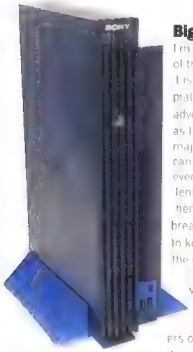
Daily Dose of



Big Breasts = Good?

I'm writing in regard to the April 2000 letter of the month by Louise. I agree with her that it is obvious that gaming companies (both platform and software) are gearing their advertisements toward young men, because as the editor mentioned, young men are the major players of video games. But this issue can most certainly be brought up in about every entertainment media. Do you think Jenny McCarthy got a part in *Scream 3* for her acting? No, it was because she has big breasts! Sometimes things have to be done to keep some of the audience happy because the number one goal is to make money.

I am an avid comic book reader as well as a video gamer. It seems that all writers, and mothers of men who read comics are always moaning to the artists of comics, complaining about the size of the heroine's breasts. But it's not real! Sure Lara Croft is well endowed, but in my opinion it doesn't make the game any more attractive. It just isn't very good. And on the other hand, I'm nowhere near as bad as Duke Nukem, but I don't hold against him. I don't like the game, but I don't think it's sexist because Duke is stacked and I'm not.

I agree with Louise about the advertisements, they can be offensive to a woman, I'm sure. But don't expect me to write into Calvin Klein, because the guy on their commercials is buff and I'm not.

Shawn Borchardt
St. Louis, MO

I'm sure girls will be flocking to you in acknowledgement of your sensitivity, Shawn. You may have missed the point just a smidge with your comments, though. While it was admirably "new man" of you to tackle how men are treated as objects these days too, it's still nowhere near as bad as the crap women suffer at the hands of male games designers. Duke Nukem is a big buff guy that shoots people in the face and grumbles crap one-liners. Comic book women and a lot of video game marketing materials feature women with enormous boobs, tiny waistlines and a penchant for bending over and shaking their groove thang at every opportune moment. They are clearly designed to titillate. Probably the last thing on Duke's designer's mind was to arouse women with him. Or maybe it was. Who can tell?

"Sometimes things have to be done to keep some of the audience happy because the number one goal is to make money."

Who Has The Better Wobbly Monsters?

As far as *Star Trek* being the longest running sci-fi series, I'm afraid that honor goes to *Doctor Who*, which aired for 26 years (1963-1989). That is six years longer than all the *Star Trek* series put together, and is a FAR superior series in my opinion.

Thomas Fournier
Vanifaßnbnet.nb.ca

Oh...OK, thanks. Doctor Who had some holes in it to thought didn't it? And some of the Doctors weren't that great. Tom Baker still rules in our opinion.

What's In Your Joy Box?

What exactly is in the Box Of Joy? From looking at pictures, I think I can see some magazines, some clothing, and a few games. Second, who is the woman in the picture holding up one of the various items from the box? She never seems to get any mention.

Brandon Criswell
Redmond, WA

There are all kinds of cool goodies in there; gaming chotchke's, pictures of Todd Zuniga in a Mr. Driller baby-tee, games, magazines and stuff that we just couldn't bring ourselves to throw away. The woman in the picture is the lovely Jennifer Whitesides, she's actually the Senior Copy Editor on our sister magazine *Electronic Gaming Monthly* but she hangs out with us sometimes too.

READERS' TOP 10

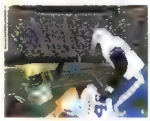
1. Legend of Dragoon
2. Chrono Cross
3. Driver 2
4. Spider-Man
5. Vagrant Story
6. Final Fantasy IX
7. WWF SmackDown!
8. Syphon Filter 2
9. Covert Ops: Nuclear Dawn
10. Star Wars: Jedi Power Battles

E-mail your most wanted list to OPM@ziffdavis.com. Mark the subject line MOST WANTED.

CAPTION CONTEST WINNER

"It was evident as early as childhood that Ron Jeremy was destined to become a star."
jdurst8206@aol.com

Prove to your friends that you really are the world's greatest living comedian. Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off.



E-mail your captions to **OPM@ziffdavis.com** and mark the subject line **CAPTION CONTEST**. This month's pic (above) shouldn't cause too much trouble for you. It's just crying out for something witty.

Will you still play your PlayStation after the U.S. PS2 launch?

75% Yes

25% No

QUICK HITS

LARA'S GUNS
In your April 2000 issue, Marcus J. Banum commented on the way Lara is holding her Desert Eagles in the new ad. There is more than likely nobody in the world that could fire a Desert Eagle with one hand because of its extremely strong recoil, so she certainly isn't firing Desert Eagles, they're more likely .45s, mags. Have no fear, her thumbs will be fine.
Bob Diehn
via the internet

I'm sure we'll all sleep a lot easier now.

Official Contest and Sweepstakes Rules

[illegible]

[illegible] Winners will be notified by mail [illegible] at the option of Ziff Davis Media Inc. The number of Winning [illegible] month for which the [illegible] 2335 Cox Brook [illegible] where prohibited or restricted by law. [illegible]

[illegible] Ziff Davis Media Inc. will be judged on the following criteria by OPM editors whose decisions are final: 50% original; and 50% relatively [illegible] except at the option of Ziff Davis Media Inc. the origin of Winning [illegible] Contest open to [illegible] employees are responsible for and liable for any damages, taxes or expenses that arise as a result of this contest or receipt of prize. 5. Winners: Send a stamped, self-addressed envelope identifying the month for which the winners list is requested to: OPM "Letter of the Month" Winners List, at the address listed above. Allow 4 weeks for delivery of winners' list. 6. Restrictions: Void where prohibited or restricted by law. [illegible]

[illegible] per household [illegible] Ziff Davis Media Inc. [illegible] responsible for [illegible] postage due or [illegible] 2. Prizes: On receipt a box containing various items from the OPM offices. Prize related value of at least $10. Winners will be selected by a judging panel, whose decisions are final. Winners shall be selected from a valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: 50% original; and 50% relatively [illegible] not fed by [illegible] at the option of Winning. The [illegible] winners agree to the use of their name and likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc. nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to: OPM "Letter of the Month" Winners List, at the address listed above. Allow 4 weeks for delivery of winners' list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

SPREAD THE WORD

EBworld.com

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AOL KEYWORD: EBWORLD

PLAYSTATION INVASION

PLAYSTATION2: THE FUTURE OF ENTERTAINMENT

October 26, 2000. Remember that date. That's when we'll all bear witness to the largest consumer product launch in history—the PlayStation2 in North America.

RELEASE DATE
10·26·00

RELEASE PRICE
$299

IN THE BOX
Expansion bay for HDD 3.5" and network expansion

DVD-video playback capabilities built into hardware

Dual Shock2 analog controller

AVAILABLE ADD-ONS
8MB Memory Card

Multitap Adapter

Dual Shock2 analog controller

MSRP OF ADD-ONS
$34

SPIN

Gaming's Glamorous Weekend

There are trade shows, there are conventions—and then there's E3. For four days in May, some 62 thousand gaming publishers, developers, retailers and journalists descended on the LA Convention Center to see the latest offerings from every softco and hardware company imaginable.

Game of the Show:

Hottest News:

Biggest Surprise:

Biggest Disappointment:

Celebrity Spotlight:

PlayStation 2

D E S T

MATCH ARROWS

PlayStation

TEEN T Animated Violence Animated Blood

MATCH ARROWS

Nothing could compare to the mystical powers of The Divine Tree. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly blemish in the land of floating cities. The Wingless reigned superior. The Dragons

The Legend of Dragoon is a Trademark of Sony Computer Entertainment America Inc. ©1999 Sony Computer

Bruce Campbell: Who's Laughing Now?

THQ Evil Dead: Hail to the King

ple are like. **Well, you should have sort of an attitude like Ash...but *not* Ash...but *like* Ash.** He rolls his eyes. "So I try not

Duke Nukem can then borrow.

it's fun to play the same character without having to be covered in blood

Evil Dead director Sam Raimi

I'm flattered by the fact that they're copying me but I think it would

Nintendo's Ex-Ace Signs On With PS2

We are dedicated to working closely with [illegible] Computer Entertainment to d[illegible] take full advantage of this groundbreaking next [illegible] Fischbach, co-chairman [illegible] chief executive of Acclaim Entertainment.

Graphically, ASR has always been [illegible] with the power of the PS2. There will be ever[illegible] match up with the outstanding [illegible]

recognized anyone. There will be working [illegible] ards, dynamic Jumbotrons, animated [illegible] active bullpens with pitchers warm[illegible] will actually move over the [illegible] overcast or [illegible] phics aside, I think this baby [illegible]

PLAYSTATION POLL

ARE YOU READY 2 RUMBLE ON MICHAEL JACKSON'S FACE?

Yes! 100%

Ready to Beat It

Most likely, one of the largest approximations that has come [illegible] time. Midway [illegible] Michael [illegible] Ready 2 Rumble Boxing [illegible] Ready 2 Rumble Boxing [illegible] and [illegible] As recognized [illegible] and stakes, corporate hardcore [illegible] we've heard that one of the most [illegible] is his signature moonwalk. [illegible] game that can be found in Ready 2 Rumble [illegible] though, Midway also told us that basketball [illegible] O'Neal will be featured in the game along with [illegible] unnamed celebs. Look for the game [illegible] into the PlayStation and the PlayStation 2 this November.

OVERHEARD

"What usually happens with new hardware is, the people who are having a lot of trouble are the ones who are talking a lot of sh—."

-Jeronimo Barrera, a Rockstar producer, refuting the notion that the [illegible]

TONY HAWK

VIDEO GAME MAKER

When Activision first approached me about being involved in a skateboarding video game, my first thought was "finally!" Through the years, there have been a few attempts at emulating skateboarding in arcades and on consoles, but there seemed to be more emphasis on the eccentricities of the skate culture instead of the actual athletics of the sport. However, we (the skaters) enjoyed each one. 720 was a blast when it came out and was heralded as the best of its time. Then again, it had no competition. Skate or Die had all the cheese of a sport-specific B-movie (like *Thrashin'*), but I bought a Commodore 64 just to play it. There was a serious lull in interest just after that time, partly because of skating's popularity cycles, but mostly because gaming developers were afraid to dive into and misrepresent the complex world of evolved skating.

Along came a sleeper arcade game called Top Skater to shake things up. There was very little control over the tricks one could perform, but the graphics and motion were excellent. Around the same time, four different companies wanting to create a skating game for a home console approached me. The first was most discouraging, as I had to meet with the president of the company on several occasions to try to convince him that this would be a good idea. The others had the right intentions, but nothing to show in terms of an engine or ideas. At last, Activision called and asked me to come up to their offices. At this point, I was frustrated with the whole idea, but I decided to hear them out.

They already had an ideal engine and a few basic tricks programmed, and the developers grew up skating in Venice. It felt right, so I signed up. I never imagined that THPS would become so popular. My goal was simply to help make a game that skaters would appreciate. It could have never been so successful without the devotion of Neversoft and their subsequent immersion into the skateboarding culture.

At last, the video game market has a skate genre that's here to stay.

Tony Hawk [illegible] the gaming [illegible]

PlayStation Aptitude Test

Think you know your PlayStation games? Take the PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. Star Wars Demolition is to Vigilante 8 as Tony Hawk's Pro Skater is to...
a) Die Hard Trilogy
b) Apocalypse
c) Bubsy 3D
d) The Fifth Element

2. "PlayStation" was originally a term for a peripheral for which system?
a) Sega Genesis
b) NEC PC Engine
c) Atari Jaguar
d) Nintendo SNES

3. Threads of Fate is to Dew Prism as Covert Ops: Nuclear Dawn is to...
a) Spec Ops
b) Operation Mindcrime
c) Nuclear Strike
d) Chase the Express

4. Angelina Jolie is to Lara Croft as Rhona Mitra is to...?
a) Nina
b) Lara Croft
c) Chun Li
d) Mystique

5. Take the number of PS2s reported to have been sold the first weekend on sale in Japan, divide this by the number of last Final Fantasy game released in the U.S. so far. Add to this the number of issues of the Official U.S. PlayStation Magazine there have been (including this one) and then divide that by the number chocolate bars there are in a Twix. Now add the number of skaters in Tony Hawk's Pro Skater 2...and the answer is _____.

6. Nightmare Creatures II is to Rob Zombie as Soul Reaver is to...
a) The Crow
b) Mortal Kombat
c) [illegible]
d) [illegible]

7. The man who designed the PlayStation was...
a) Hideo Kojima
b) [illegible]
c) [illegible]
d) Phil Harrison

8. Alone in the Dark: The New Nightmare is the latest in a series of games. If it had a number, what would it be?
a) 2
b) [illegible]
c) 4
d) 5

9. Which game features a warrior named Samanosuke, a princess called Yukihime, a Warlord by the name of Nobunaga Oda and a castle called Inabayama?
a) Romance of the [illegible]
b) Onimusha: [illegible]
c) Racing [illegible]
d) [illegible]

10. Take the number of Crash Bandicoot games released so far and add this to the number of Tomb Raider games. Multiply the result by the number of Enix's next Dragon Quest game. Take away from this the number of available cars in Driving Emotion Type S... and the answer is _____.

ANSWERS
1. b 2. a 3. d 4. b 5. [illegible] 6. [illegible] 7. [illegible] 8. [illegible] 9. [illegible] 10. [illegible]

James Bond Racing Game

Electronic Arts is currently working on a racing game for the PlayStation that uses the James Bond license. Tentatively titled 007 Racing, the game will allow you to take control of Bond and drive through levels jam-packed with typical James Bond ramps and obstacles. And throughout, you'll be equipped with all sorts of weapons and gadgetry. 007 Racing is being targeted for late 2000.

I N Y C A N N

were a powerful race in their own right. And the humans lived as slaves. Divided by hatred, a battle for freedom would erupt. Armed with the spirit of the Dragoon, the humans prevailed. And all races now live in peaceful harmony. But beneath the

O T B E D E

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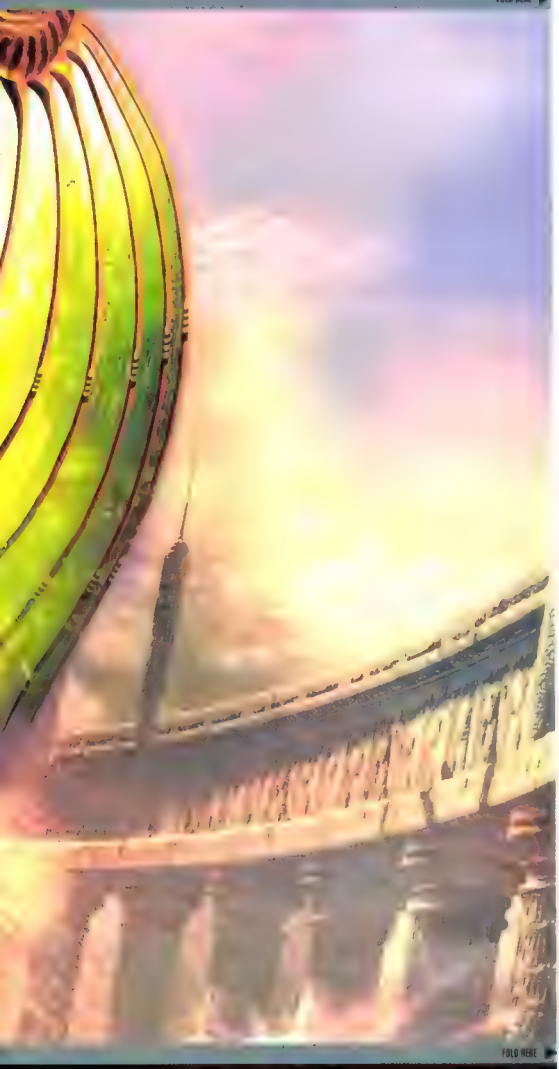

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tranquility. Like a mysterious prophecy. The emergence of an eternal force. Worshipped, yet feared, no one knows what its presence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

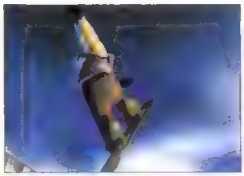
Three Crazy Questions with Mat Hoffman

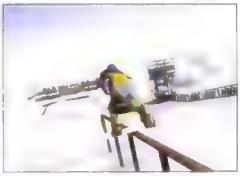
OPM: So, Mat, how did the game come about? Did Activision approach you, or did you just hang around their office until they said, "Alright, fine. We'll make a biking game!"?

OPM: Is there an brawling between skaters and bikers?

OPM: Do you remember the worst crash you've ever had?

Is ESPN Konami's Ticket to Success?





OPM: How will the ESPN commentators be involved in the games?

OPM: Can you give us some estimate of how much commentator speech you plan on loading into the games?

OPM: Any ESPN guys not interested in doing the games?

OPM: Since Konami hasn't really shown a big sports presence in the past, have you gone out and found people who know sports games?

OPM: So what about Hockey? Are you working on any PS2 hockey games?

They'll sell you an **R-rated movie,** but not an **M-rated video game**

Illinois Attorney General Jim Ryan is lobbying to **remove M-rated games** from stores, while **porn publisher Vivid Video** does its best to [illegible] "[illegible]" PlayStation 2 [illegible] retailers across the nation.

Wards, an [illegible] in 31 states, has announced [illegible] stop carrying violent games in any of its stores following [illegible] Attorney General Jim Ryan's lobbying of major retailers. Although not a major video games provider by any stretch of the imagination, Wards (formerly known as Montgomery Ward) is apparently the first chain to cave in to pressure from politicians. We've also heard that Ryan is also targeting Babbage's, Best Buy, Circuit City, K-Mart, Sears, Target and Wal-Mart, implying they will follow suit.

Digging deeper into this story, we've found [illegible] that will no doubt have you somewhat disturbed by the [illegible] reading this piece. First, Wards is [illegible] to sell M-rated games either in its stores or on its Web site [illegible] place.com). A representative from the [illegible] (the video game industry trade paper MCV) "no longer provides for sale M-rated games, [but] as a retailer, we were concerned about the [illegible] suitability for those under 18. We don't [illegible] action to keep them away from minors."

If you think that sounds pretty [illegible] what we've learned: Wards may continue to sell M-rated [illegible] cash in its stores and on the Web. [illegible] Wards magically control the distribution [illegible] aged 17 and up, but not video games aimed at the same age range? Sounds like a public relations [illegible] games that get bad press, get good PR [illegible] time don't lose a tick of business.

Apparently, Wards will not be judging [illegible] content, but instead will rely solely on the ESRB ratings. For the record, last year only seven percent of all video games were released with an M-rating.

Ironically, on the same day we learned of Wards' move, we also received news from Vivid Video that they would be getting into the PS2 business. For those who don't know what Vivid does, they're a porn publisher from the "classier" end of the adult market. Representatives from the company have revealed that they feel the potential audience for PS2 is the same one it seeks for its adult videos. Sorting gry think Vivid's reps are saying is that all gamers like having a bra in front of a TV screen...but we're not quite sure.

Vivid has been an avid supporter of DVD since the format arrived in the states, and has recently jumped into the interactive market with a coupon of DVD-based games, Mind Teazzer and Interpersonal Body Parts. Both "games" are simple affairs that [illegible] your [illegible] of [illegible] ladies "doing things." [illegible] so to speak.

[illegible] Sony and Nintendo, of the world, but [illegible] 400 movie DVDs that work on PlayStation2," Vivid President David [illegible] recently said. "We're currently working on [illegible], blackjack and billiards games but also [illegible] and video clips," he continued. [illegible] that the firm is targeting PS2 quite specifically and is [illegible] distributors to bundle the [illegible] consoles when the system [illegible] Software Etc. and [illegible] stores out there that sell video games and have a hard time [illegible] adult movies. Our games will [illegible]

Tell us what you think
E-mail your opinions

[illegible]

Clish MacLaver

Gossip, Gossip

I'm the new girl on the *Official PlayStation Magazine* team. My job? To sniff out the latest gaming gossip and bring you snippets of info gleaned from partying and dining with the powers-that-be in the gaming industry. You've probably not heard of me before; I'm an "import" from Scotland, as you'll no doubt gather from the witty use of an old photograph from my college days. I'm sure to be the butt of many a haggis joke and equally amusing Scottish references. For the record: Yes, I do know how to play the bagpipes; yes, I can understand what Billy Connolly is saying; and yes, a haggis does comprise some really nasty bits of a sheep stuffed with some other equally unsavory sounding parts, served up with gravy.

Clish MacLaver

come out. What did I learn? We: **Gran Turismo 2000**
fu versions of both: **Motor Toon GP**
get this: **Omega Boost**

Without a doubt the most flagrant display of corporate willy-waving the games industry has ever conceived

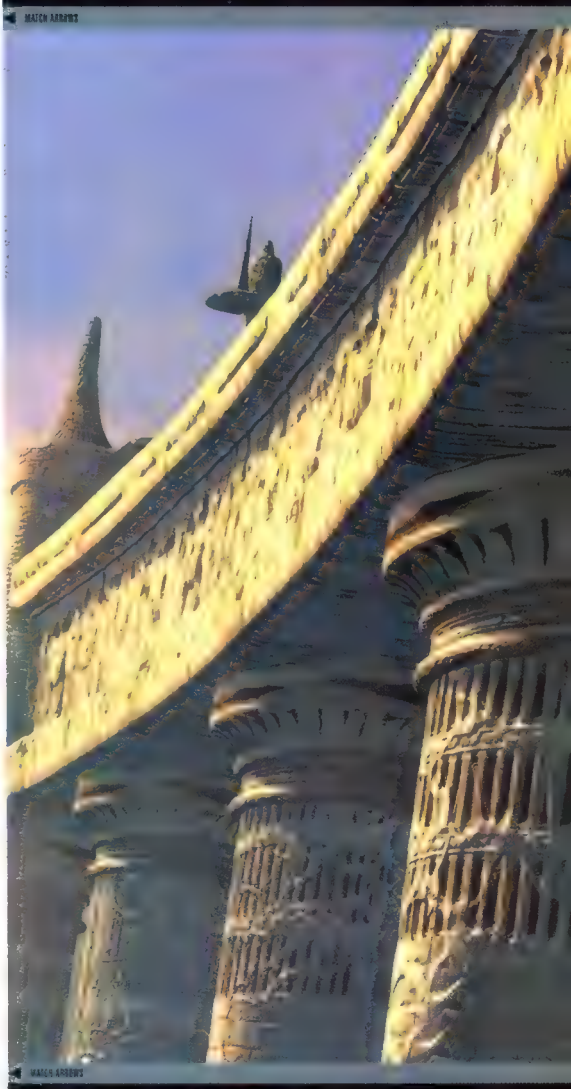
new Tomb Raider.

PlayStation3.

"PS2 guiding nuclear missiles"

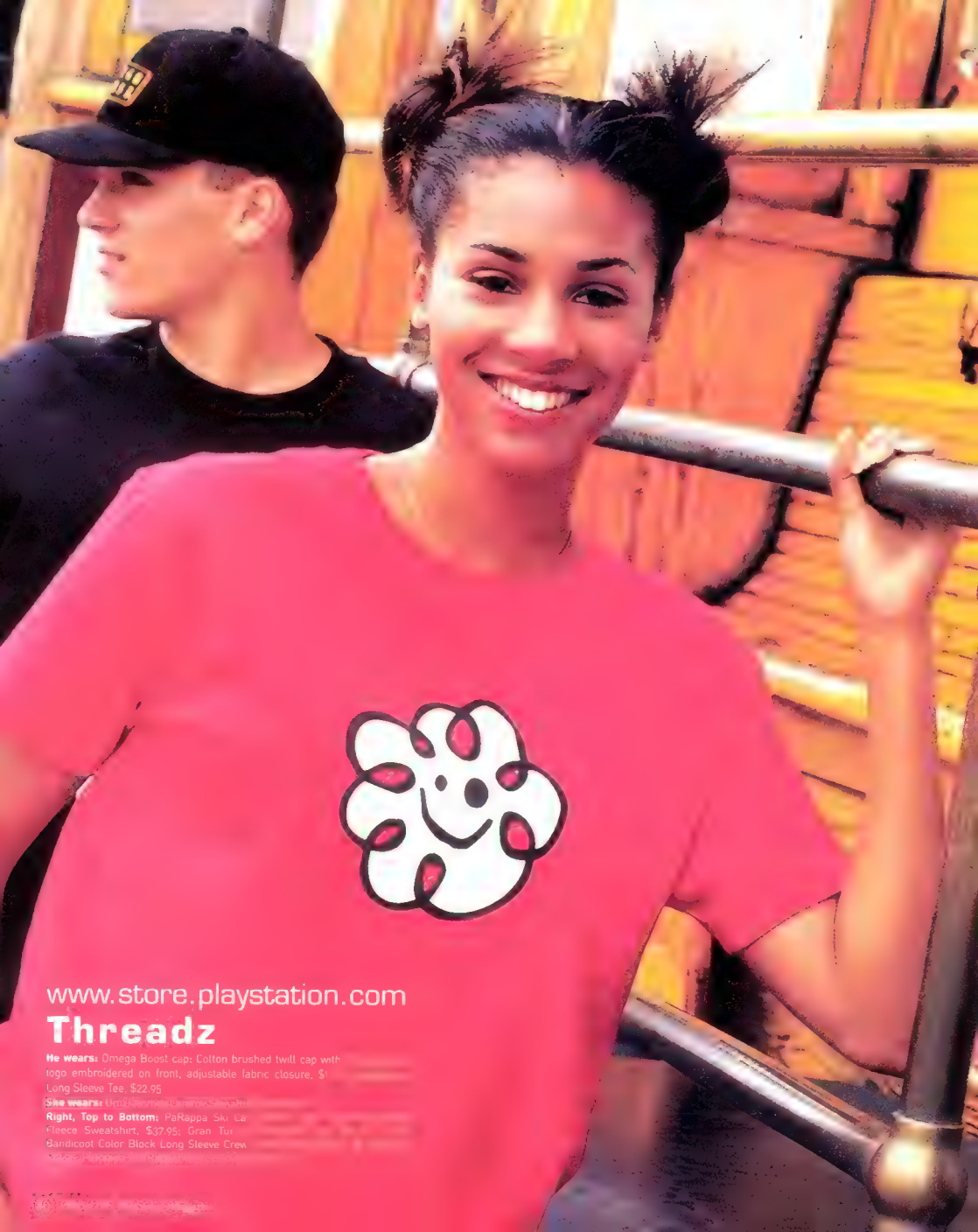
on-line Star Wars

N I E D.



THE LEGEND OF DRAGOON

THE END IS JUST THE BEGINNING.



www.store.playstation.com

Threadz

He wears: Omega Boost cap: Cotton brushed twill cap with logo embroidered on front, adjustable fabric closure, $1 Long Sleeve Tee, $22.95

She wears: Urban Hammer Ceramic Sweater

Right, Top to Bottom: PaRappa Ski Ca Fleece Sweatshirt, $37.95; Gran Tur Bandicoot Color Block Long Sleeve Crew

Gran Turismo 2 Watch

$21.95

Um Jammer Lammy MilkCan Baseball Tee

$9.99

Crash Bandicoot Color Block Long Sleeve Crew

on the front, left chest and PlayStation wordmark on

$29.95

PaRappa the Rapper and Sunny Tee

$17.95

Gran Turismo Jacket

$96.95

Gran Turismo 2 Hooded Fleece Sweatshirt

$37.95

Sabrina Goes Interactive

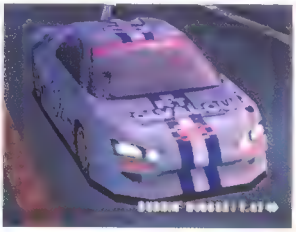
Knowledge Adventure is currently developing a PlayStation game based on the "Sabrina the Teenage Witch" TV show. It will feature original content from Melissa Joan Hart herself. Look for the game late next fall.

bleem! strikes again

New version allows you to play many of your PlayStation favorites on the Dreamcast

bleem! has announced that it will be releasing a version of its popular PlayStation emulator for the Dreamcast

bleempacks,



OVERHEARD

"It's drop-dead sexy."

-John Riccitiello,

"The simple fact that Seaman, Crazy Taxi... Space Channel 5 and others are coming to PS2... says that despite SoA's best efforts, the writing's on the wall for Sega."

-Victor Ireland,

Legion

PC developers embrace PS2

7 Studios,

Legion,

Eternal Blade,

Oddworld goes online

online animated series for Oddworld.

eruptor.com/oddworld

PlayStation gets a facelift

"cosmetic changes" to the PlayStation.

OPM@zffdav.s.com

Mega Man Creator Brings Honor to PS2

Onimusha: Warlords producer Keiji Inafune describes Capcom's newest franchise

OPM: When is Onimusha going to be released in the U.S. and Japan?

OPM: In the demo we played, the central character, Samanosuke, carries a sword. Are there any other weapons?

OPM: So the game will adapt and let you do new moves with the joypad?

OPM: What's the role of the female character in Onimusha?

OPM: What's left to be done between now and November? The engine is complete, the story is finished—what are you still working on?

OPM: How is working with PS2? Have you learned more about system's capabilities?

OPM: Is it just a case of running around and swinging a sword? Or are there going to be more stealthy aspects to the gameplay?

OPM: At first glance the game looks like it's set in a more traditional or even historical environment, upon closer study things seem more fantasy-oriented. What kind of setting can we expect in the game?

OPM: How will you save your game? Will there be a system similar to Resident Evil's ink ribbons?

OPM: Besides Onimusha, do you have anything else that you're working on?

OPM: Would you consider doing a Mega Man game for the PlayStation2?

CHRIS GORE

CAN ANGELINA FILL LARA CROFT'S SHOES? OR HER BRA FOR THAT MATTER?

We've seen our share of video games made into movies, but what happens when they turn the upcoming Tomb Raider movie starring Angelina Jolie into a game?

Will the inevitable game based on the Tomb Raider movie with Angelina's likeness be any good? If we go on the previous Tomb games, it should be awesome. But let's face it—most video games based on movies suck. It's a sad fact that I've had to live with, which is tough for me to swallow as both a game and a movie geek. With the notable exception of Star Wars, topnotch games based on movies are few and far between.

So what makes a good movie-based video game? To me there are five basic rules to making a great game based on a movie.

5) Sound and Music. It must be authentic and from the film itself. When I hear that John Williams score from Star Wars, it just makes the game complete.

4) Story. Sticking with the movie's story doesn't always matter. If it loosely follows the film, that's OK—but I enjoy it more when the game cleverly focuses on an element the movie only touched on.

3) Gameplay.

2) Gameplay.

1) Gameplay. How often have we heard this in a review: great graphics, the story follows—but the gameplay was weak. (Insert name of movie here.)

Ask yourself: Would I even be playing this game if it weren't based on one of my all time favorite flicks? First off, the movie has to lend itself to a decent established game genre, like racing, for example. Heck, the Pod Racer sequence in *Star Wars Episode I* screamed, "Make me into a video game!" (Like George Lucas didn't have that in mind.) I'd actually like to see some games based on more obscure movies like *Logan's Run*, *Scream*, *The Road Warrior*, *Pulp Fiction* or *The Waterboy*. (Well, *Rollerball* is supposed to be on its way, so that's encouraging.) With the PlayStation2's ability to play DVD movies, I'm hoping that game producers will actually avoid including film footage and see fit to include more gameplay.

Chris Gore is the editor of Film Threat www.filmthreat.com [illegible]

The Ultimate 'Buddy' Game License

based on the 70s TV show, Empire Interactive has signed an agreement with Sony Pictures to publish a game based on Starsky and Hutch for the next generation [illegible]

Starsky and Hutch is scheduled for release next year, but [illegible]

OPM@ziffdavis.com [illegible] Starsky & Hutch

Let's hope the final game has more car chases than runs on the beach.

OVERHEARD

"I've got a message for the no-talent clods who insist on putting puerile humor and outrageously breasted women into computer games. How to put it diplomatically? Oh, I've got it: Grow up." Ernest Adams, producer, Bullfrog [illegible] www.gamasutra.com

"Can you name any original title that came out exactly on time? If you can, then I'll eat my Union Jack boxer shorts." Peter Molyneux [illegible]

ONLY WIMPS RACE CARS!
REAL MEN TAKE TO THE AIR...

Experience speed beyond your wildest dreams with the brand new underground sport: NGEN Racing – the ultimate thrill. Battle your way through 6 different leagues, discover new prototypes, upgrade and enhance your jets, challenge adversaries and become the Premier Jet Jockey. Are you ready for a Mach 2 dash to glory?

- 40+ high-speed fighter jets – fly them in arcade or pro flight modes
- 14 intense tracks that are yours to master, day and night
- Two player modes – head-to-head and innovative "Power Ball"
- Stunning graphics put you right in the thick of the action
- Two ways to play: Arcade or NGEN Championship mode
- Fully modifiable aircraft – optimize your propulsion, aerodynamics, weapons and more!

N.GEN RACING™

PlayStation

EVERYONE E CONTENT RATED BY ESRB — Animated Violence

INFOGRAMES

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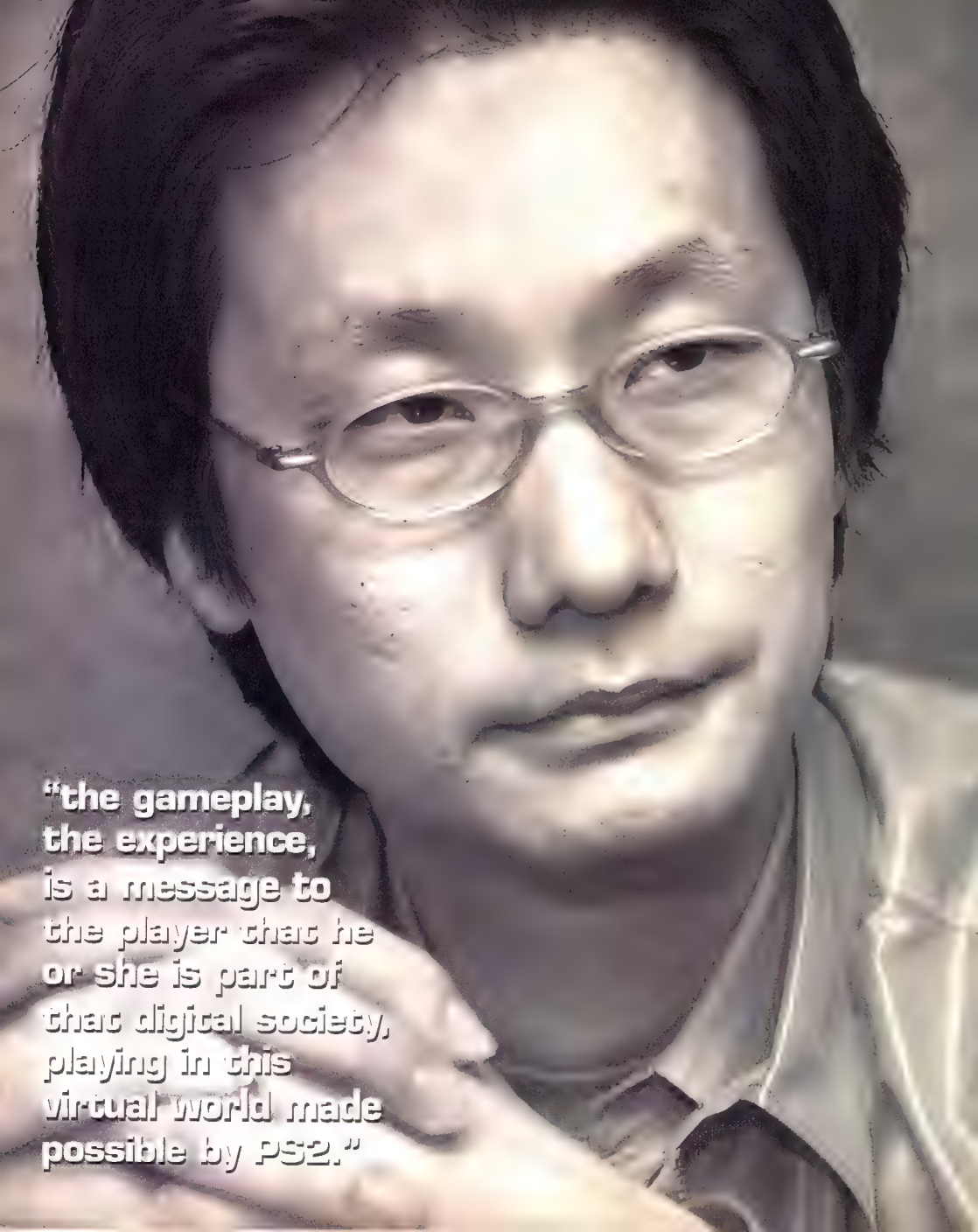


"the gameplay, the experience, is a message to the player that he or she is part of that digital society, playing in this virtual world made possible by PS2."

The creator of Metal Gear talks pop psychology, movies and the digitization of society.

Hideo Kojima

"Life makes the species evolve by mixing genes and passing on genetic information to future generations. How do things that are not part of the genetic information—one's thoughts and spirits, cultures and history—get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of digital recording methods unique to humans—speech, writing, music, visual images, etc.? Moreover, are we obliged to pass on such things?"

OPM: Metal Gear Solid 2 is social critique, dealing with the digitization in the future. Do you think that is kind of ironic, considering you're making the game for the PS2, a platform aiding in this digitization?

OPM: You've said that movies have been a strong influence. What are some of your favorite films?

OPM: What nationality is Solid Snake, and is this a question that has to be answered now that the graphics have improved so much?

OPM: You've mentioned that it's possible to make it through the entire game without actually killing anyone. Is that in response to the recent uproar on the issue of video game violence?

OPM: Metal Gear Solid 2 takes place in Manhattan. Are there any times when you'll actually venture out into the city streets?

OPM: Is MGS2 a continuation of what of what was written for the first game, or is this a completely new project?

OPM: How does the first-person mode work?

OPM: You've said you want to convey more things like temperature in MGS2. Alfred Hitchcock used to try convey feelings like this by applying psychological techniques to his visuals. Do you do the same?

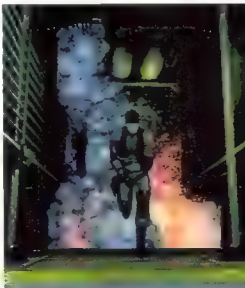
OPM: In the first Metal Gear Solid, you could strike an enemy and then hide away. A little while later he had already forgotten about you. Are you looking to make changes to the AI for MGS2?

OPM: Were there any ideas that you had for the original MGS that the technology wouldn't allow?

OPM: How many people are working on Sons of Liberty?

OPM: The soundtrack is being composed by Harry Gregson-Williams, who has worked on the music for *Enemy of the State*, *Armageddon* and *The Rock*. Are you aiming for a more movie-like orchestral score for MGS2?

OPM: Finally, will the cardboard box return in MGS2?



"Violence doesn't have to be the only answer."

ORSON SCOTT CARD

THE GAMER OF THE FUTURE

Everybody keeps speculating about what the "game of the future" will be like.

Virtual reality? Direct brain interface? People on asteroids and space stations avidly watching the tournament for the All-Humanity Cup of Twitch Games? Oh, come on—how would I know? The only predictable thing is: When somebody comes up with a cool new computer tool, gamers will use it first and best.

What interests me is the GAMER of the future. That's right. It's YOU. As transformed by the PlayStation2 (or 3, or 9). Because that's what these games are about—changing human beings.

Back in the '80s, when I was struggling to get my initials up on arcade vanity boards dominated by seventh-graders, I began to realize that I just wasn't built for these games. My wrists and fingers would be so overworked at the end of a few hours of playing that I could hardly drive home. But that's because I was already an old coot even then. Far more disturbing was what games did to my brain. I got so used to anticipating the onscreen movements that I would hallucinate them even when I wasn't playing. I'd be teaching a class, and Tetris figures would be dropping downward through the air. I'd be driving a car as Galaga starships swooped in for the kill.

Personally, I don't like it when my brain starts showing me things that aren't there. But my brain was merely adapting to the game. It was anticipating the enemy's moves so I'd be ready to strike quickly. My brain, poor thing, was trying to help. It didn't know that at that particular moment there was no quarter in the machine, no controller in front of me. Never before in human history have our brains been required to anticipate the movements of imaginary objects. It's a new evolutionary pressure. And some of us are better at this brainwork than others. Just as some can handle complicated controllers better than others.

Don't worry yet. There are only two ways that this could affect the course of human evolution:

1. If losing a game got you killed before you could reproduce, or
2. If winning a game gained you more opportunities to reproduce.

That's just simple biology. But as far as I've heard, neither of these conditions yet applies.

About the first one—that's a relief.

But the second one—bummer, huh?

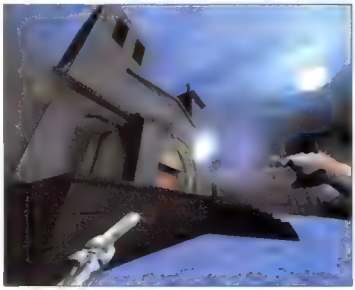
So here's a project for gamewrights: a PlayStation2 game that make players look irresistibly cool to members of the opposite sex.

Orson Scott Card is the au[illegible] fiction novels, incl[illegible] www.hatrack

Clive Barker's PS2 Game

The man who brought you such horror classics as *Hellraiser* takes his first stab at creating terror on the PS2

Master of horror Clive Barker has teamed up with Electronic Arts to create a new game for the PC and PlayStation2.



(Teaser) ed in a first pl[illegible] **DreamWorks Interactive** [illegible] which is expected to release it [illegible]

Suikoden 3 and Silent Scope headed for the PlayStation2

We all know that Metal Gear Solid 2 and Silent [illegible] another Konami series that will hit the next-gen Sony console. **Suikoden.** Konami recently revealed th[illegible] oping the third installment in the RPG series for the PS2 and expects to have the game read[illegible] Another PS2 game that the company is working on is a port of the arcade gun shooter **Silent Scope.** Konami ha[illegible] a tered the name so that it can be played with a standard controller (there's an onscreen scope th[illegible]

Too Human, from the creators of Blood Omen, canned

A few months ago, we gave you a first look at a 3D RPG for the PlayStation by the name of Too Human. The g[illegible] **Silicon Knights** [illegible] **Too Human has been cancelled** based Silicon Knight [illegible]

Out in Leftfield

Brit developer Bitmap Brothers have announced that Leftfield will be providing the soundtrack to its forthcoming futuristic sports title, Speedball 2100. The track is pulled from Leftfield's Rhythm & Stealth album, titled *4/9 War*.

Speedball 2100 is the sequel to the extremely successful Amiga title, Speedball, which mixed all the best bits of hockey, football and rollerball. The game, along with the Leftfield track, should be in stores this summer.

VAMPIRES CONSIDERED

GET IN TOUCH WITH YOUR INNER PSYCHOPATH

And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There is a myriad of environments, awesome weapons and challenging puzzles to keep you on the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "If you're looking for an RE-style game with a twist this might be your best move." So get moving, before you become...uuhhh...dead meat.

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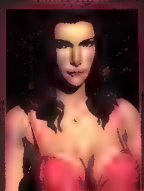


Control the world

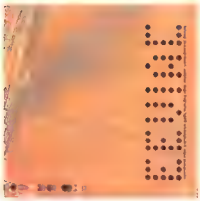
MY FIRST JOB

Name: Hideo Kojima
Occupation: Producer and vice president of KCEJ
Company: Konami

"This may surprise you, but working for Konami is actually my first job. I started as a game planner and then moved up to director for Metal Gear. But before I got my job at Konami I was a student, and I spent a lot of time making 8mm movies and wrote many stories. But I did that stuff as a hobby, not for pay."

SOUND STATION

THIS MONTH'S FEATURED GAME: GRIND SESSION



EEVIAC
Man or Astro-Man?
Touch and Go

Final Score ●●●◖

Punk in Drublic
NOFX
Epitaph

Final Score ●●●

KRS ONE
KRS One
Jive

Final Score ●●●●

Trance States in Tongues
Zen Guerrilla
Sub Pop

Final Score ●●◖

DATA STREAM

More Ray
Good news shooter fans: Working Designs will be releasing the sequel to RayStorm in the U.S. under its Spaz label. Titled RayCrisis, the PlayStation game is expected to hit stores sometime this fall.

Gotta Getaway
Rockstar has decided to change the name of its PlayStation2 action/racing game Getaway to Smuggler's Run. The name was apparently too similar to the U.K. PS2 racing game The Getaway (which we ran first shots of last month).

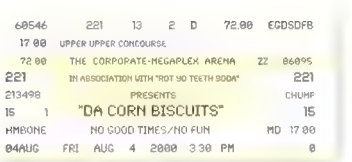
Pirates on the horizon
Westwood, the development house behind the popular Command & Conquer series, is currently hard at work on a PlayStation2 game named of Pirates of Skull Cove. Expect this one to release sometime in 2001.

PlayStation2 ThemePark
Hoping that you'll be able to get your hands on a sim game for the PlayStation2 when it releases later this year? Electronic Arts has you covered. EA's Bullfrog Productions division is developing SimTheme Park for the PS2 and intends to have it ready for this fall.

Street Fighter upgraded
Capcom told us that with the extra months it has before the PS2 launches in North America it will improve Street Fighter EX3 for its U.S. release. Expect the problems like slowdown that plagued the Japanese original to be cleared up in time for the game's October release.

What can you get for under $10?

a)



b)

c)

d) "A great new game for the PlayStation® game console..."

$9.99 YOU GOT GAME $9.99

GRUDGE WARRIORS

THERE IS NO MUCH TIME AT FRIENDLY FIRE.

April 2000

- 23 mission battle **arenas.**
- 11 **ruthless** and unique **gangs** + the Final Boss to compete against in battle. Each level is loaded with **secret areas,** hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
- **Head-to-head** 2 player split screen **combat.**
- Dozens of power-ups including **invulnerability,** invisibility, **double damage,** guided missile jammers, nitro boosts...
- An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts,** corrosive gas bombs and mini-thermonuclear **warheads.**

DARKSTONE

DEFEAT THE ULTIMATE EVIL IN THE ULTIMATE QUEST

The world is living under the dark shadow of a nefarious dragon. Villagers are turning to stone. Armies of skeletons, swarms of wasps, and lumbering ogres lurk everywhere. Evil is spreading like a plague. And only you can stop it. Scattered across the kingdom are seven ancient magic crystals that together invoke the power of the Orb. Without it, you have no hope of defeating your fire-breathing nemesis. As a knight, monk, thief or sorcerer you will creep through dungeons and castles, explore wilderness and glades, and encounter traps, curses, and puzzles on your quest to unearth the crystals.

July 2000

- 32 levels of closed environments and huge open spaces – **dungeons,** castles, **caves,** glades and villages.
- More than 200 **enemies** and interactive characters.
- More than 30 types of **weapons** and 32 different **spells;** many with multiple variations.
- **Secret** characters **unique** to the PlayStation.®

$9.99* YOU GOT GAME $9.99

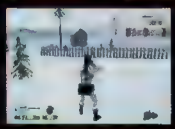
WWW.TAKE2GAMES.COM

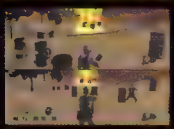
$9.99 YOU GOT GAME $9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW...YOU'RE ALREADY THERE!

April 2000





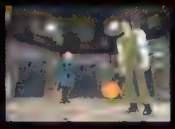
- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

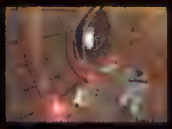
MARTIAN GOTHIC

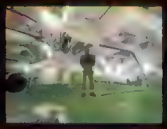
EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends.
Reason for breakdown of transmission: unknown.
Fate of Vita 1 base: unknown.

May 2000







- Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1.
- Dozens of **treacherous** subterranean city caverns to **explore.**
- **Non-linear** puzzle structures **challenge** you at every turn.
- Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis.**

* Suggested Retail Price=$9.99.

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$9.99 YOU GOT GAME $9.99

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We're Game, Are You?

Here's what a couple who play video games have to say

What video game character would your mate be?

Matt: [illegible]

Wanessa: [illegible]

Do games make people violent?

Matt: [illegible] don't think game[illegible]

Wanessa: [illegible]

Matt: [illegible]

Wanessa: [illegible]

Matt: [illegible]

Wanessa: [illegible]

Wanessa's Favorite Games	Matt's Favorite Games
Tekken 3	Resident Evil
Duke Nukem	Syphon Filter
Twisted Metal 2	Metal Gear
PaRappa the Rapper	Tekken 3
Tetris	PaRappa the Rapper

Games they want to buy
Jedi Power Battles, Tony Hawk's Pro Skater, Alien Resurrection, Star Trek Invasion, Nightmare Creatures 2, Gaterians, Syphon Filter 2

Matt: Here, look [illegible] of Thrill Kill

Wanessa: Ohhh, that guy has no [illegible]

Matt: Now tell me that it doesn't [illegible] games I like this are a [illegible] and I'm one of the most liberal [illegible]

Wanessa: [illegible] this, but I still would play a game [illegible]

Matt: [illegible]

Wanessa: [illegible]

Matt: [illegible]

Do you game together or alone?

Matt: We [illegible] ly play our game together [illegible] That way [illegible]

Wanessa: You're full of it. The only reason he can is because he literally spent two days, 48 hours straight, [illegible] in kick [illegible]

Matt: N[illegible]

Wanessa: Or [illegible]

Matt: [illegible]

On women Video Game Characters

Matt: All the characters have gigantic jugs and [illegible]

Wanessa: Yeah, but what do [illegible] boys want to do? They want to [illegible]

Matt: [illegible]

Wanessa: [illegible] this, but I still would play a game [illegible]

DATA STREAM

DOA2: Platinum

Tecmo has told us that it won't release the PS2 version of Dead or Alive 2 in the U.S. Instead, the company is working DOA2: Platinum, a greatly enhanced version of DOA2 that will feature new characters and stages. The game should hit stores sometime around the U.S. PS2 launch.

Midway teams with Psygnosis

Midway has acquired the publishing rights to eight upcoming Psygnosis PlayStation games, including Colony Wars: Red Sun, Rollcage Stage II, Destruction Derby Raw, Formula One 2000, and In Cold Blood. All eight will be released by year's end.

New Monster Rancher

Monster Rancher 3 is in development for the PlayStation2. Tecmo is currently working on the game in Japan, and intends to have it ready for release in North America sometime next year.

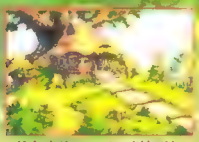
E.T. comes home after 20 years

Everyone's favorite extraterrestrial will soon be making his way back onto the console scene. NewKidCo recently announced that it has scored the license to deliver new games based on the E.T. license for the PlayStation and PlayStation2 platforms. No development has actually begun yet, but according to the company, we should see the first E.T. games appearing in 2001. Let's hope these new titles fare better than E.T.'s Atari 2600 iteration. For those of you who don't know the story, E.T. for the Atari 2600 was released in 1982 and was so bad that millions of unsold cartridges were buried in a New Mexico landfill. Seriously. Not surprising, since the game was developed in only six weeks.

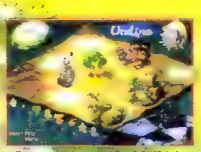
WE WANT YOU!

If you play PlayStation games with your [illegible] we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. Include a photo as well as your phone number so we can give you a buzz. If we like you, we may find your story, mugs and gaming stories in our magazine. Please send only duplicate photos as originals cannot be returned. Send the name of letters to: [illegible] Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522

LEGEND OF MANA™



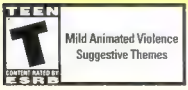
Unlock the secrets within this long-lost place and time



Recreate the world of Fa'Diel with powerful artifacts

Explore and battle in this immense, unique land

Experience a story of incredible depth and flexibility



Mild Animated Violence
Suggestive Themes

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SQUARESOFT

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Published by Square Electronic Arts L.L.C

1 WWF SmackDown!

Last Month: 1 *THQ* ●●●●◐

Wrestling s [illegible] the lo[illegible] during t[illegible] Heat. It [illegible] those [illegible] for an [illegible] [illegible] down, this [illegible] makes it a [illegible]

Want to [illegible] Andle and Taz [illegible] exclusive [illegible] and [illegible] of these guys were [illegible] there. Other [illegible] things we saw were the Dudley Death Dr[illegible] the ring. It was only 10 percent comp[illegible] was m[illegible] on the se[illegible] seller on [illegible]

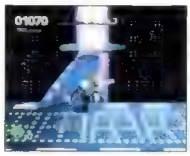
2 Syphon Filter 2

Last Month: — *989 Studios* ●●●◐

We [illegible] so much more from the sequel. [illegible] cars, rather than [illegible] but definitely [illegible] redeem himself [illegible]

TOP 20

	Last Month	Title / Publisher	Rating
1	1	WWF SmackDown! *THQ*	●●●●◐
2	—	Syphon Filter 2 *989 Studios*	●●●◐
3	—	Jedi Power Battles *LucasArts Entertainment*	●●◐
4	—	Triple Play 2001 *Electronic Arts*	●●●●●
5	—	Syphon Filter *989 Studios*	●●●●
6	3	Tony Hawk's Pro Skater *Activision*	●●●●◐
7	—	MLB 2001 *989 Studios*	●●●
8	—	Army Men 3D *3DO*	●●●
9	2	Gran Turismo 2 *Sony CEA*	●●●●●
10	6	Spyro the Dragon *Sony CEA*	●●●●
11	14	Namco Museum Vol. 1 *Namco*	●●●◐
12	10	Namco Museum Vol. 3 *Namco*	●●●◐
13	9	Gran Turismo *Sony CEA*	●●●●●
14	13	Crash Bandicoot: WARPED *Sony CEA*	●●●●●
15	—	Need For Speed: High Stakes *Electronic Arts*	●●●●◐
16	11	Tetris Plus *Jaleco*	●●●◐
17	—	Metal Gear Solid *Konami*	●●●●●
18	—	Gauntlet Legends *Midway*	●●◐
19	4	Dukes of Hazzard *Southpeak Interactive*	●◐
20	15	NBA Live 2000 *Electronic Arts*	●●●●◐



3 Star Wars Episode I: Jedi Power Battles

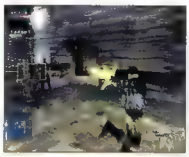
Last Month: — *LucasArts* ●●◐

This game is perfectly average. Anyone with a lightsaber fetish (and there are plenty of you) is to blame for pushing this game to No. 3. Please LucasArts—no more mediocre Star Wars games!

4 Triple Play 2001

Last Month: — *EA Sports* ●●●●●

If you like 11-8 ball games, then you can enjoy Triple Play 2001's slug[illegible] style of hardball. Somewhere along the way EA Sports gi[illegible] realism and got home run happy. Still, it's one of the deepest, most accessible and best-looking baseball games out there.



5 Syphon Filter

Last Month: — *989 Studios* ●●●●

Here's a quick tip: If you don't a[illegible] ready own either Syphon Filter, you can save yourself about twenty smackers by picking up this Greatest Hits. And guess what? You'll get the same quality game (some even think it's better than the [illegible] for half the price.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Dark Cloud	*Squaresoft*
3	Madden NFL 2001	*EA Sports*
4	Munch's Oddysee	*Infogrames*
5	Timesplitters	*Eidos*
6	FIFA Soccer WC	*EA Sports*
7	Gran Turismo 2000	*Sony CEA*
8	ESPN Int'l Track & Field	*Konami*
9	Star Wars: Starfighter	*LucasArts*
10	Onimusha	*Capcom*

OPM's Most Wanted PS Games

1	Tony Hawk 2	[illegible]
2	Spider-Man	[illegible]
3	Final Fantasy IX	[illegible]
4	Dino Crisis 2	*Capcom*
5	Fear Effect: Retro Helix	[illegible]
6	Alone in the Dark 2	*Infogrames*
7	Chrono Cross	*Squaresoft*
8	Crash Bash	*Sony CEA*
9	MoH Underground	*EA*
10	Who Wants/Millionaire	*Sony CEA*

Japan's Top 10 PS and PS2 Games

1	Ridge Racer V	*Namco*
2	Tekken Tag Tournament	*Namco*
3	Dead or Alive 2	*Tecmo*
4	Kessen	[illegible]
5	World Stadium 4	*Namco*
6	Fantavision	*Sony CE*
7	Driving Emotion Type-S	*Square*
8	Gradius III & IV	*Konami*
9	Dancing Stage	*Konami*
10	Rockman Dash 2	*Capcom*

U.K.'s Top 10 PlayStation Games

1	WWF SmackDown!	*THQ*
2	Jedi Power Battles	*LucasArts*
3	Syphon Filter 2	*Sony CE*
4	MediEvil 2	*Sony CE*
5	Euro 2000	*EA*
6	F1 2000	*EA*
7	Rayman	*Ubi Soft*
8	Tomb Raider III	*Eidos*
9	Premier Manager 2000	*Infogrames*
10	Gran Turismo 2	*Sony CE*

ONE MAN.

ONE MISSION.

ONE MILLION BABES TO SAVE.

DUKE NUKEM

PLANET OF THE BABES™

WWW.DUKE-NUKEM.COM

GAME CONSOLE! ✪ IMMERSIVE 3RD-P

TS! ✪ FEATURES IN-GAME MUSIC BY STATIC X,

PlayStation

3D REALMS

SPACE

www.n-space.com

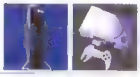
GT Interactive Software

www.gtgames.com

MATURE M

Animated Violence
Animated Blood and Gore
Strong Sexual Context

Previewed Inside



Action Man 80
Alien Resurrection 76
Batman Beyond.....80
Billabong Pro Surfer 82
Bust-A-Groove 2 82
Chrono Cross.....80
Colin McRae 2.0.....82
Cool Boarders 2001.....75
Danger Girl 72
Dino Crisis 2.....72
Disney's Dinosaur.....68
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Duke Nukem: PotB 71
ECW Anarchy Rulz.....68
ESPN Track & Field 62
Evil Dead.....72
Ferrari F360 Challenge.....66
FIFA Soccer WC 65
Final Fantasy IX 71
Harvest Moon: BtN.....74
HBO Boxing.....76
Jeremy McGrath 2000.....78
The Jungle Book.....80
Knockout Kings 2001.....62
Madden NFL 2001.....64
MoH Underground 82
Mega Man Legends 2.....74
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Parasite Eve II.....70
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Torneko: The Last Hope 78
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Valkyrie Profile 71
Vampire Hunter D 80
Vanishing Point 69
World Is Not Enough.....68
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X Squad 66
YDKJ: Back Talk.....76

Metal Gear Solid 2: Sons of Liberty

You won't believe your eyes

Konami

KCEJ

fall.

Coming Soon

June

Bio Tor Martin: Bouncing Again	Sunsoft	Action
Caesars Palace 2000	Interplay	Misc
Countdown Vampires	Bandai	Adventure
Duke Nukem: Planet of Babes	GT Interactive	Action
Hogs of War	Infogrames	Strategy
Knockout Kings	Infogrames	Sports
Legend of Mana	Square	RPG
Micro Machines	Codemasters	Racing
Moto Racer: Special Forces	Midway	Action
NGEN Racing	Infogrames	Racing
Rampage Through Time	Midway	Action
Reel Fishing II	Infogrames	Sports
Test Drive Cycles	Infogrames	Racing
The Legend of Dragoon	Sony CEA	RPG
Who Wants to Be a Millionaire	Sony CEA	Misc
Worms Pinball	Infogrames	Misc

July

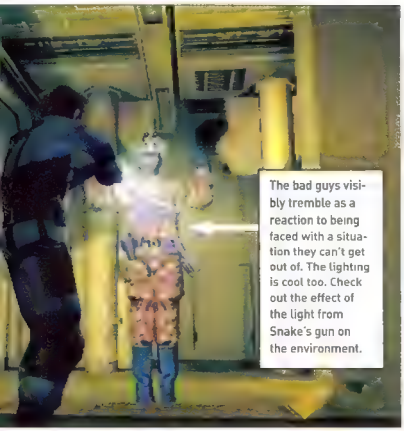
Danger Girl	THQ	Adventure
Darkstone	Take Two	RPG
Disney's Dinosaur	Ubi Soft	Adventure
Harvest Moon: Back to Nature	Natsume	RPG
Jeremy McGrath 2000	Acclaim	Racing
Peter Jacobsen's Golden Tee	WizardWorks	Sports
RPG Maker	Agetec	RPG
Speedball 2100	Empire	Sports
Surf Riders	Ubi Soft	Sports
Threads of Fate	Square	RPG
X Men: Mutant Academy	Activision	Fighting

August

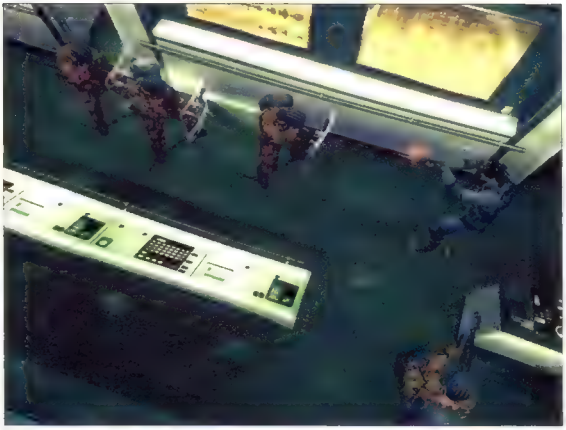
A Sound Nomad: Bowling	[illegible]	[illegible]
Armorines: Project S.W.A.R.M.	Acclaim	[illegible]
Brave Fencer	Square	RPG
ECW Anarchy Rulz	Acclaim	Action
Ehrgeiz: GP Racing	Ambrosia/Square	Racing
ESPN Track & Field	ESPN Mobile	Adventure
NCAA GameBreaker 2001	Sony CEA	[illegible]
NFL GameDay 2001	Sony CEA	[illegible]
Rival Schools: Power Revolution	[illegible]	[illegible]
Spec Ops	[illegible]	[illegible]
Stuart Little: Adventures	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
Team Buddies	Midway	[illegible]
Tenchu	Activision	Adventure
Tony Hawk's Pro Skater 2	Activision	Sports
Vanishing Point	Acclaim	Racing
WRC: World Rally Championship	Codemasters	Racing

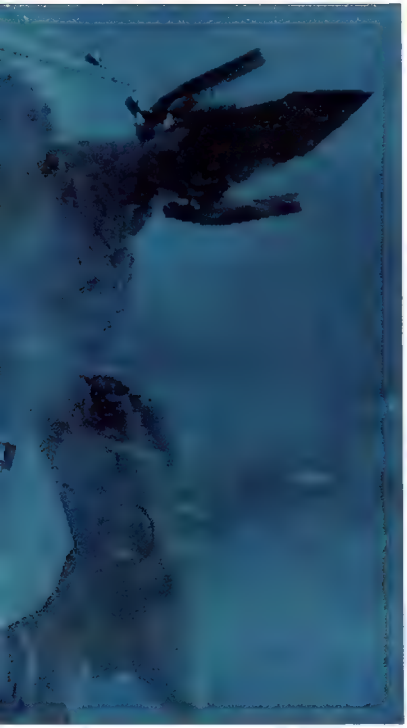
September

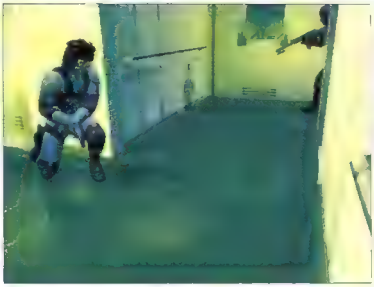
Breakout	Hasbro	[illegible]
Breath of Fire V	Capcom	RPG
Dave Mirra BMX: Derby Pro	Majesco	[illegible]
Frogger	Hasbro	[illegible]
Gauntlet	Midway	Action
Mega Man [illegible]	Capcom	[illegible]
Mega Man Legends 2	Codemasters	Sports
NFL Blitz [illegible]	Midway	[illegible]
Parasite Eve II	Square	Adventure
Raymond Berry's Grid Iron Europe	Ubi Soft	[illegible]

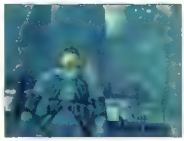


The bad guys visibly tremble as a reaction to being faced with a situation they can't get out of. The lighting is cool too. Check out the effect of the light from Snake's gun on the environment.









The enemies all work as a team and follow standard SWAT-style tactics when they enter a room.

The first-person mode can be activated at any time by simply holding a shoulder button on the pad.

NHL 2001

EA Sports

fall

NBA Live 2001

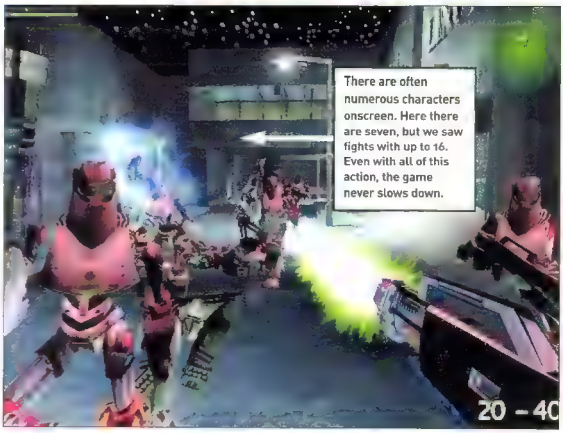
EA Sports' NBA

Timesplitters

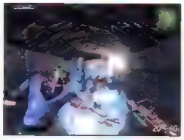
From the people who brought you GoldenEye 007

Free

Radical Design Eidos,



There are often numerous characters onscreen. Here there are seven, but we saw fights with up to 16. Even with all of this action, the game never slows down.



BANDAI

PlayStation

CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES!

If you're going to try playing Digimon World, you'd better make sure you're [illegible] the [illegible] of underpants. See, some of these Digimon are so vicious and twisted they [illegible] from television. That's okay with them, there are more things to blow up in video games [illegible]. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGIMON

DIGIMON WORLD

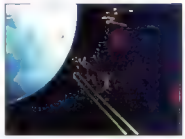
© 1997 Bandai Co., Ltd. Program © 1999 Bandai Co., Ltd. [illegible] and distinctive likenesses [illegible]

Star Wars: Episode I Starfighter

The Force returns to LucasArts

LucasArts

October



Knockout Kings 2001

EA

Sports

ESPN International Track & Field

Konami

October.

NASCAR 2001

EA

Sports

RUNABOUT-2

3-D FREE-FOR-ALL DRIVING!

Live the life of a **secret agent** and **drive anywhere** at top speeds. Dodge traffic and **crush anything** in your path as you **rage** through beaches, buildings, airports, cities and more.

Tune up and test drive **thirty-one vehicles** to leave your **enemies** in the dust! **Change vehicles** and use e-mail tips to gain any advantage possible.

Thirteen adrenaline-packed **missions** require superior intelligence.

YOU OWN THE ROAD!

TEEN T Animated Violence ESRB

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PlayStation

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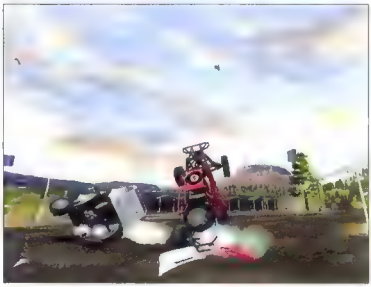
Smuggler's Run

Rockstar



Street Lethal

Madden NFL 2001

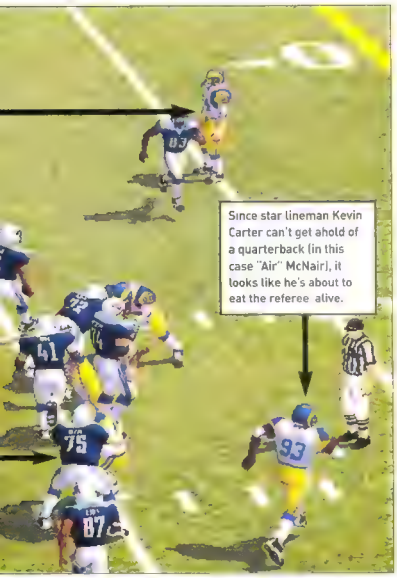
Building on the best football game ever

EA Sports

October 26

Apparently the AI isn't perfect just yet. We figure this Rams player could be doing something besides remembering what he had for breakfast.

It's pretty sweet when you can see an offensive lineman committing a 10-yard holding penalty just from a screenshot.



Since star lineman Kevin Carter can't get ahold of a quarterback (in this case "Air" McNair), it looks like he's about to eat the referee alive.

Running Away

When Dreamcast's NFL2K hit store shelves, people went nuts. After all, the player models looked as close to the real thing as gamers had ever seen. Still, the run game left a lot to be desired in Sega's masterpiece. The ground game in Madden 2000 was one of the main reasons for its success. Let's hope they keep it up.

FIFA Soccer World Championship

A new FIFA? Or an old one in fancy new clothes?

EA Sports
October 26

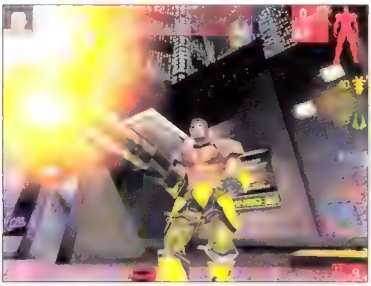
Not In The U.S.

Soccer fans may be interested to learn of some games that you *won't* be seeing in the U.S. this year. First up is the excellent FA Premier League Football Manager 2000, a management sim built around the British Premier League. The second is a variant of FIFA based on the Euro 2000 tournament set to be held in the Netherlands and Belgium this June. Both are currently PAL-only games for PlayStation, so if you import them they won't work on an NTSC system.
Check out www.easports.com for more info.

Unreal Tournament

PC gamer GT Interactive

late this year



X Squad

EA Games

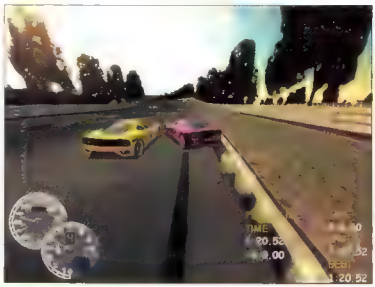
fall

Ferrari F360 Challenge

Acclaim brings us the most desirable car ever

Acclaim

by early next year



The Real Thing

Blending power and beauty into one four-wheeled package, the F360 Modena made its U.S. debut in July 1999 when it replaced the F355. Launching from 0-60 in 4.5 seconds with a top speed of 173mph (limited—it can go faster), it truly is something to lust after.

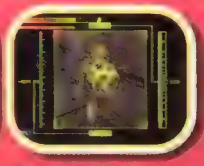
New Titles! Great Prices!

$29.95

• 20 mini-games with familiar themes!

Everyone's favorite city-stompers are back and no civilization is safe while they *Rampage Through Time!*

$19.95



Action abounds in Mortal Kombat Special Forces, with one of the best fighting systems of any adventure game!

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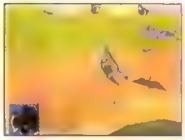
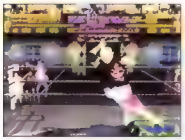
Disney's Dinosaur

Ubi Soft



ECW Anarchy Rulz

Acclaim



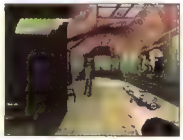
The World Is Not Enough

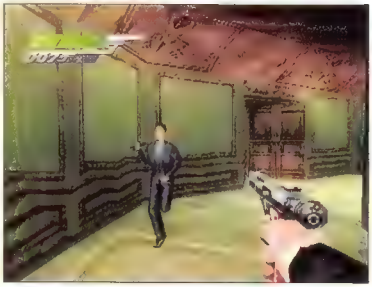
Finally, 007 stars in a PlayStation first-person shooter

EA

Games and developer **Black Ops**

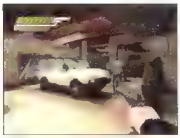
late 2000

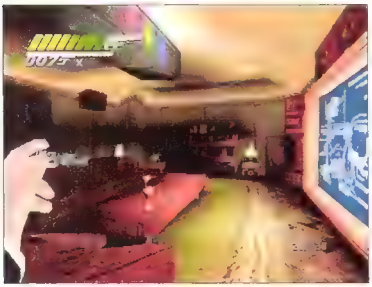




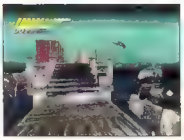
PS2 Bondage

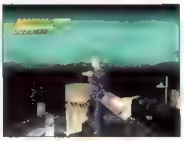
While its gameplay may closely resemble that of the PlayStation version, TWINE on PlayStation2 utilizes the Quake III Arena engine and will feature different level designs. Further, the game is being developed by EA itself, who showed us some of the title's early work behind closed doors at E3. And note that we use the word "early"—this one's still got a good ways to go. However, we were informed that PS2's TWINE will most certainly include a multiplayer deathmatch. You can rest assured that we'll have more for you as we get it. Until then, simply enjoy the screenshots to the right.



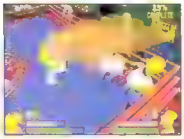


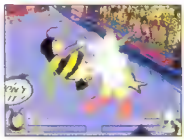
With TWINE, Black Ops claims to have developed a graphics engine that renders the richest, most highly detailed environments your PlayStation can handle. Judge for yourself with these exclusive screenshots.





The Simpsons Wrestling





Fox

end of the year

Vanishing Point

Acclaim Clockwork Games

Tiger Woods PGA Tour 2001

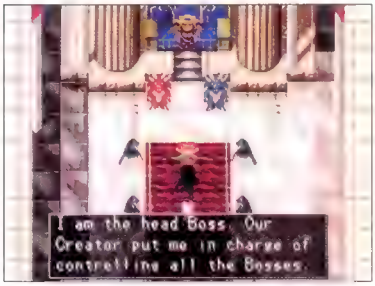
fall EA Sports

RPG Maker

The homespun RPG revolution begins here

Hardcore RP[illegible] to look forward to now that **Agetec** has [illegible] RPG Maker [illegible] this **July**. Not [illegible] Maker [illegible] game [illegible] take [illegible] play [illegible]

[illegible] towns and dungeons [illegible] frequen[illegible] the [illegible] the Aeba [illegible] new [illegible]

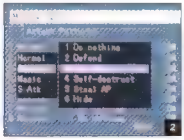


It's Alive!

To create your own monster, just follow these steps:

1. Name the monster and set its stats with the cursor.
2. Set up to eight actions and how frequently the monster should use them.
3. Decide what kind of treasure the monster should drop and how often.
4. Assign a sprite to your monster and choose its colors. You're set!

1



2

3

4

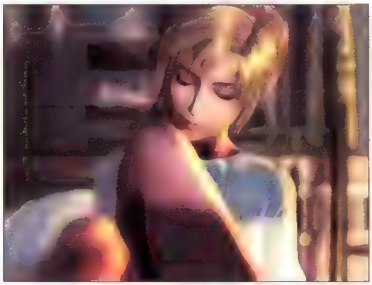
Parasite Eve II

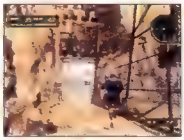
The mighty Mitochondria return

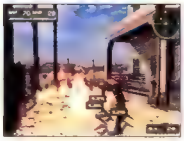
It is Sept. 4, 2000—almost three years since the events in the first Parasite Eve. The insidious self-aware Mitochondria thought to [illegible] **Square EA** [illegible] **September**

Off-Target?

One of the new features of PEII is the ability to manually aim Aya's weapons at objects in the environment, like exploding canisters, to help take out nasty enemies. Other notable new additions include alternate storylines, nonplayer characters who join Aya for a limited time, and lots more oversized (and appropriately overpowering) enemies. Plus, the varied settings of the West Cost locations really opens up the visual style, as you can see here.







Duke Nukem: Planet of the Babes

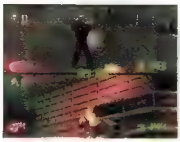
Only Duke can save the future

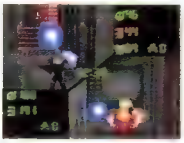
GT Interactive [illegible] sequel to Duke Nukem: A Time to Kill [illegible]

[illegible] se this month

Dukin' It Out

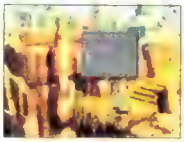
What's a Duke Nukem game without a cool deathmatch mode? Planet of the Babes offers a great variety of ways to engage in such madness. Aside from six different expansive environments and five versions of Duke with which to fight, you can choose from three split-screen variations and between a third- or first-person perspective. Let's hope that Planet of the Babes will finally give us that definitive Duke experience on the PlayStation. It's about time.

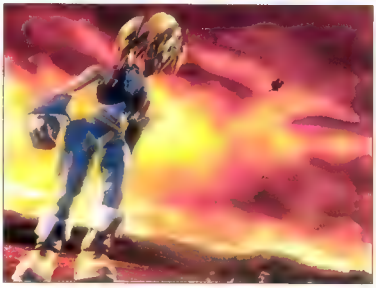




Final Fantasy IX

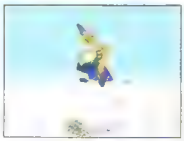
Square's [illegible] fall.





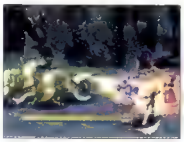
MTV Sports: Pure Ride

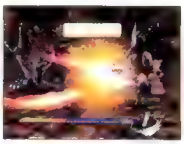
[illegible] **THQ** [illegible]



Valkyrie Profile

[illegible] **Tri-Ace** [illegible] **Enix** [illegible] **third quarter** [illegible]



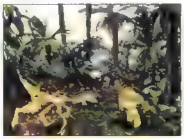


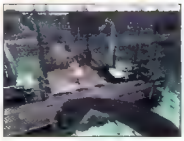
Dino Crisis 2

Welcome to the jungle, Regina—you're gonna die

Just call Regina the Ian Malcolm of video games. Like the scientist played by [illegible] *Jurassic Park* movies, she's about to [illegible] **Capcom**'s [illegible] Forces [illegible] researcher [illegible] to replace the [illegible] team armed with [illegible] secure research.

This time out, players will be able to [illegible] both the [illegible] member of her team, Daryl, who [illegible] earn credits good toward the purchase [illegible] games and some underwater adventure as well. Dino Cr[illegible] **October**





Backgrounds

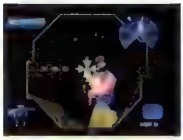
For Dino Crisis 2, Capcom has made a departure from the original's 3D polygonal backgrounds, opting instead for prerendered ones. According to Capcom, this decision allows for faster-paced action and more detailed enemies in settings like jungles, fields, forests and docks. This return to the look of the first two Resident Evils might seem like a step backward, but who are we to criticize? The game still looks fantastic!

Wowed at E3

Sure, these screens look impressive for a PlayStation game—but just wait till you see Dino Crisis 2 in motion! At an E3 demonstration, our staff couldn't help but gawk at its incredible visuals. (Todd even believed it to be a PS2 game until a Capcom representative let the T-Rex out of the bag.) Yes, with all the new dinos and extra features (you can even carry two guns at once now!), Capcom might just be serving up another classic.

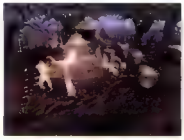
Danger Girl

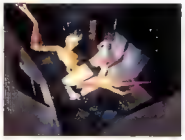
THQ [illegible] **summer**

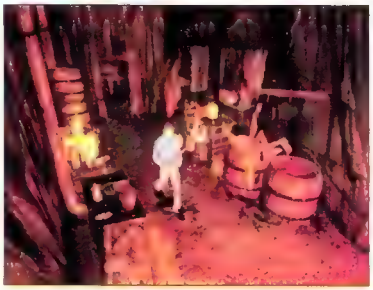


Evil Dead: Hail to the King

THQ has released some real gameplay screens [illegible] **fall**







In Real Life, Guts and Lara would play with each other... not with you.

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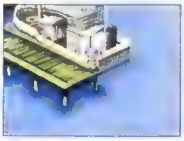
MATURE M ESRB — Sword of the Berserk: Guts' Rage™

TEEN T ESRB — Tomb Raider The Last Revelation™

Harvest Moon: Back to Nature

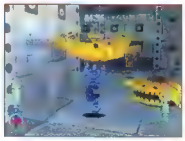


Nat-
sume

July

Mega Man Legends 2

September Th
Legends but this time revolves a
Forbidden Place There be plent
Capcom



Resident Evil Survivor

A whole new way to blow the heads off the undead

Capcom s first ind

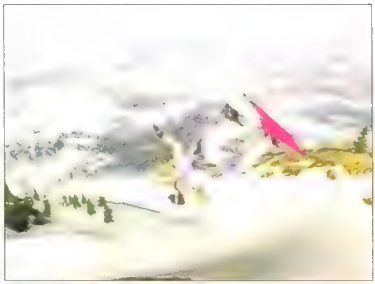
fall

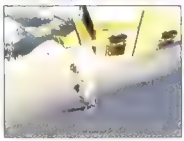
Gun Shy

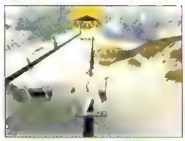
Though Survivor was originally intended as a light-gun game, Capcom's support for such a peripheral in the macabre zombie-killing adventure has been indefinitely scrapped. Ultimately, the gun violence of the real world is to blame, influencing the company to tiptoe around the sensitive issue as they aim to avoid the backlash and legal hassles following the likes of last year's Columbine tragedy. Will this decision affect RES's sales?

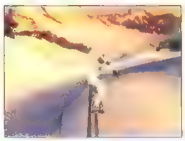
Cool Boarders 2001

Sony CEA [illegible] **November**. In this year [illegible] The [illegible] Mc [illegible]







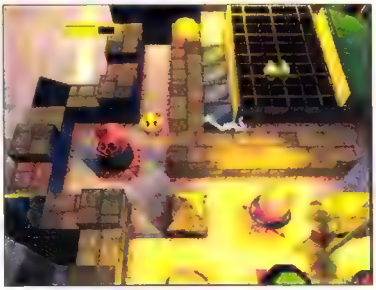


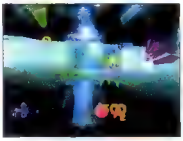
Sheep

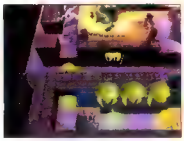
[illegible] In fact, **Empire** [illegible] **fall** [illegible] Mr. Mouton without [illegible]

Ms. Pac-Man Maze Madness

[illegible] **Namco** [illegible] **fall** [illegible] Pac-Man [illegible] Pac-Man [illegible] maze game. Pac to Ms.

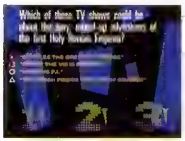






You Don't Know Jack: Back Talk

Sierra s **October** sequel [illegible] last year's game show, [illegible] the franchise by featuring themed episodes like "Hippies" and "The Gross Out."



Rock 'em Sock 'em Arena

Mattel will release this fighting game in **November** allowing players to interchange parts of their robotic fighters and even win parts from their opponents!

HBO Boxing

Acclaim Sports [illegible] the ring for a **fall** [illegible] release. Fighters start in the gym and try to get their shot at a match on HBO. Not to be out done by male champs, like Foreman, ladies can duke it out too.

Alien Resurrection

It still exists! Really!

No, your eyes don't deceive you. Alien Resurrection, [illegible] game [illegible] first-person [illegible] game [illegible] is finally on its [illegible] stages of development and [illegible] a **late summer** release.

Now a first-person shooter for the **Fox Interactive** [illegible] you [illegible] take [illegible] the role of [illegible] unquiet, talented [illegible] Ripley [illegible] [illegible] plot [illegible] Making [illegible] you're [illegible] Marine [illegible] facehuggers and [illegible] sound from the [illegible] that [illegible] The Marine's [illegible] graphics [illegible] appear that Alien Resurrection might just be worth the wait.

They've Got Other Things to Do...

While almost all of the characters who speak in Alien Resurrection are voiced by the actor who portrayed them in the film, the two who you would most readily name—Sigourney Weaver as Ripley and Winona Ryder as Call—decided to sit this one out. Hopefully, their replacements can imitate them well.

WHIRR, WHIRR, WHIRR, WHIRR, WHIRR, WHIRR, WHIRR, WHIRR,
by now, you know the drill.
Mr. Driller™
namco®
Sega Dreamcast
GAME BOY COLOR
EVERYONE
PlayStation

Donald Duck: Quack Attack

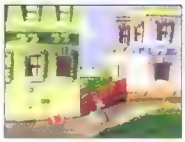
It's about time someone placed

world

fall. **Ubi Soft**'s Quack Attack

promises to prominently

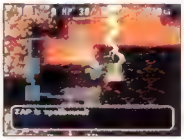
our leathered friend



Torneko: The Last Hope

Enix

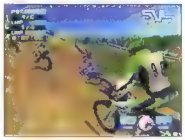
summer



Jeremy McGrath Supercross 2000

Apparently, ol' Jerry McGrath

quite involved in **Acclaim's**



Driver 2

Now you can get out of the car

nevitable **Infogrames**

game **before the end of the year**

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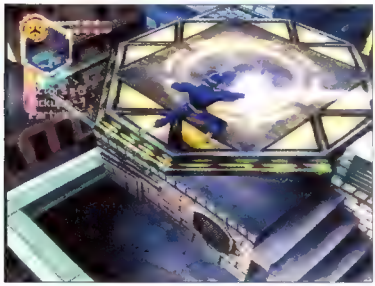
Power Rangers Lightspeed Rescue

dinosaur

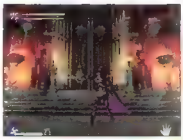
THQ October



Vampire Hunter D

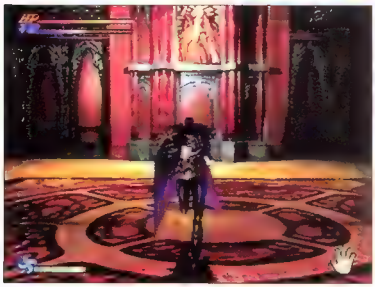
Based on the novel

Jaleco



There are three different

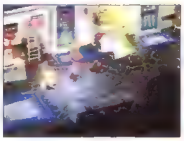
October

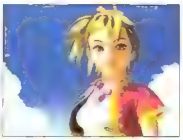


Chrono Cross

For fans of the much-loved Chrono Trigger, it's about time

Square August





The Jungle Book Rhythm N'Groove

Ubi Soft

Action Man

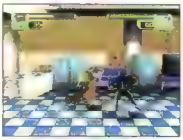
Hasbro

September

Batman Beyond: Return of the Joker

Kemco

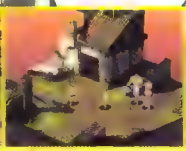
Based on this October



VANGUARD BANDITS™

When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

Those Forced Outside the Law
Must Rise to Become Heroes.



Our games go to 11!™

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Bust-A-Groove 2

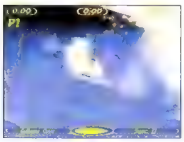
A [illegible] ing game Bust-A-Groove **Enix** sequel features [illegible] resembling the or[illegible] more of it. An all-new scoring system and more visual rewards highlight the new addition

Surf Riders

Ubi Soft is leading what very well may turn out to be a new deluge of extreme sports games. Surf Riders pits intrepid surfer against the world's meanest waves in a conte[illegible] skill and style. There are no actual rider in as of yet, but the game do[illegible] feature real-life surfboard [illegible] manufacturers like Gerry Lopez, Local Motion and Town[illegible] Country. A licensed s[illegible]ndtrack featuring rad surf tunes from the [illegible]ikes of Los [illegible]straightjackets [illegible] expl[illegible]ted. You [illegible] be able to hit the waves this **July**

Billabong Pro Surfer

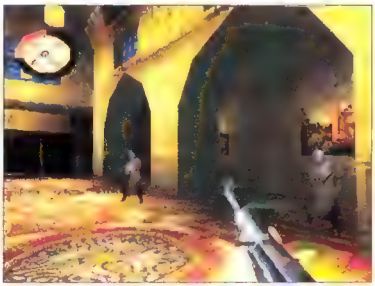
Mattel is looking to recreate the elements of surfing, forcing players [illegible] buoys, jetskiers and sharks. Look for it in the **fourth quarter.**

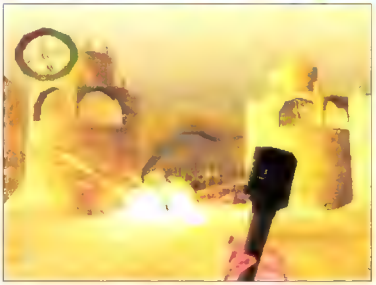


Medal of Honor Underground

Vive la Resistance!

[illegible] **EA Games** has snapped up [illegible] Honor [illegible] name the M[illegible] M[illegible]





Colin McRae Road Rules Real

[illegible] **Code-masters** [illegible]

World's Scariest Police Chases

Fox [illegible] fall [illegible]

Peter Jacobsen's

Golden Tee -GOLF-

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Never ever soft

How Neversoft made the greatest skateboarding game in history a whole lot better

story by todd zuniga

The Genius of Neversoft

(From the Left): [illegible]

(Above): [illegible] **(Not pictured):** [illegible]

"I skateboarded back in 1977 and we started putting some of the stuff in the game and I was like, 'Man, that's way out there.' But then I started watching these skate videos. It was pretty wild. They can actually *do* all that stuff."

Joel Jewett
Neversoft President

there [illegible] arding-exclusive game [illegible]

The reason it hadn't been done [illegible] It was hard as hell," say [illegible]

[illegible]

you're wearing [illegible]

popularity [illegible]

done right [illegible] and how [illegible]

Skateboarding [illegible] is a cultural phenomenon [illegible] really had something to d[illegible]

looking for [illegible] Mike [illegible] skateshop [illegible] they [illegible]

[illegible] extreme sport [illegible]

[illegible] thing came together at the same time. And if our game gives skating more legitimacy, and [illegible]

SKATE PARK EDITOR

My attention diverts from our conversation [illegible] the Dual Shock and asks me what I want to see first [illegible] conspicuous desire to see the Career Mode on hold. "[illegible] Mom always [illegible]

It only takes a second for me to ask to see the Skate Park Editor. "Let's [illegible] which warrants the chorus of moans [illegible]

[illegible] the Skate [illegible] Neversoft [illegible] Ralph [illegible]

[illegible] me! You want [illegible] because of my "boring [illegible]

"If you've got a skate park in mind," says D'Amato, "the pieces should be there to build it."

(Continued on p. 88)

Getting the Message

The improvements to THPS2 are vast. The cooler part? The Neversoft team doesn't take all the credit for the improvements. A big contribution came from the web crawlers who stumbled onto the [illegible] board. "There are a ton of kids out there and they're going to be sending us e-mails. So we thought [illegible] we take advantage of it," [illegible] says Ralph D'Amato. "[illegible] that [illegible] play [illegible] hour after hour [illegible] say something about the Switch Nollie, then we should listen."

If you stop by www.[illegible] check out the link on the neversoft.com site. [illegible] an often [illegible] "At one point the THPS board was the fifth most popular board on the entire system [illegible]," D'Amato [illegible] PM. [illegible]

[illegible] of the sequel were born [illegible] "We would have never thought of the Skate Park Editor or Create A Skater without [illegible]," says Scott Pease.

Of course, [illegible] are always [illegible] debate. "We got e-mails that said, 'You should put Create a Skater in, and if you do, send the check to [illegible]," D'Amato says with a grin.

TONY'S BUILD-YOUR-OWN SKATE PARK TIPS

In Tony Hawk's Pro Skater's sequel you'll have the chance to build your very own skate park [illegible] pieces to fit together any way you [illegible] a variety of different arenas. But if [illegible] getting [illegible] pixelated PlayStation skate park isn't enough, we asked Tony for some advice on building the real thing. Here are his five tips.

Location

Find a suitable location. Indoor is preferable, but make sure the ceilings are high [illegible] at least [illegible] if you're [illegible] a vert ramp) and make sure there's enough space for whatever you're planning to build.

Build for the masses

Design the park. [illegible] the hardcore skaters in your area and work closely with them. Figure out what will accommodate as many types of skaters as possible. Do not hire someone just because they say that they have designed other parks. [illegible] might [illegible]

Find a builder with experience

Hire a builder. Go with [illegible] respected in the industry. Team Payne, Dave Duncan, and Ramptech all have proven they know how to build a park. They will usually help in the design as well. Be wary of anyone making bids for your job that don't have skaters working for them.

Get advice from skaters in your area

Get acquainted with the skaters and skate shops in the area. Let them know what you're up to and that you want their input.

Spread the word

Have a grand opening. Hire pros to come do demonstrations and advertise the event. The media will pick up on it and spread the word for you.

A public park requires much more determination and red tape. Go to IASC[illegible] for other info.

photography by Grant Brittain

Building Your Own Skateboard

I'm not ashamed to admit that the influence of a video game has led to irregular behavior. I've been scanning all the local skate shops (even those in foreign cities) to discover what board suits me best. The beneficiaries? You, the reader. That is, if you've got a little money to burn and a pair of shins to beat to hell.

PAYING THE PRICE

The first thing to consider is how much you'll spend. Decks run from $43 to $55. You shouldn't pay more than $50 for it, though. Trucks will run about $40, and wheels cost between $26 and $30. Bearings can range between $12 and $34, but you shouldn't have to spend more than $18. Some shops will cut you a deal and charge between $100 and $130 if you construct the board by buying everything at their store. It's usually a pretty sweet deal since you can pick out exactly what you want. Most of the time, they'll even throw in the grip tape for free.

AESTHETIC INFLUENCE

The deck is the key part, the soul of the skateboard. The good part is that there aren't many factors to consider besides purchasing one that tickles your aesthetic bone. The lone consideration is width: Most boards are going to be 31" long, but the width varies between 7 1/2 and 8 inches. Mike Liddle of L.A.'s Hot Rod Skateshop suggests that beginners use skinnier boards. Consider this: There are four major wood manufacturers that make all the wood, so it doesn't really matter what name is on the board, but what wood is used. Watson Wood is apparently the best, and we've heard from the experts that Shorty's and World Boards are "made of crap" and "get mushy fast."

SLOW YOUR ROLL

Wheels will make a difference, so pay attention. They range in size from 50-60mm. The smaller wheels are better for beginners (between 50 and 53mm), but they won't roll as well, and they'll wear out more quickly. If you're going to a skate park, strap on the bigger wheels. Otherwise, stick with the small stuff.

GET YOUR BEARINGS

Bearings will dictate how quickly you're going to roll. One consideration is that the newer bearings are open on one side, which allows dirt and muck to get in there. These babies are a pain in the bottom to clean (and who wants to dive into board maintenance when you're busy scraping your knees up?!). So try to get the bearing with the shield on each side. Oh, and Liddle gives this advice, "Don't put WD40 on your bearings. It'll take the grease right out of them. They'll be ruined."

TRUCKIN' ALONG

The major consideration when it comes to trucks will be the turning radius and weight. But the difference in weight is kind of a hoax. For the best turning radi for brands like Indy, Venture or Thunder. "A better turning radius is the best f ners," says Stevie Dread of Chicago's Uprise Skateshop. "It's best for beginne how to turn on their boards, and looser trucks teach that."

Here are some Web sites to check out for research, or even to buy the good:

www.sk8shop.com
www.skateboard.com
www.fusion.com
www.b-house.com

"One of the goals in the course of the first project was just to get out there and skate, since we were going to make a game about it. It didn't matter if you've never skated before. Design guys that've never stepped foot on a skateboard in their life were dropping into a seven-foot-deep pool and just biting it. But they tried it."

Joel Jewett
Neversoft President

The park editor features over 100 pieces available to link together, stack or set side-to-side. Oh yeah, and there's a sweet pungee pit to put in the skatescape. Not until now has a game maker summoned the genius to combine death traps and skateboarding. Besides the booby traps, you'll have rails that can snake around the entire [illegible] pipes and plenty of park benches. Building pools is one [illegible] You can make them just about any shape or size.

"I literally spend hours making the perfect [illegible], then play it for two hours and figure out how to improve it," says D'Amato. "It's cool because once someone spends the 10 minutes to learn the controls, they'll have so much to choose from and create."

In case you don't fancy yourself a skate park architect, fear not. There will be up to 100 created parks on the disc that can be manipulated, altered or skated on as they appear. The variety of these parks is amazing and all can be used for multiplayer action.

Thanks to the park editor," says Jewett, "the fan quotient at U.S. college campuses is shot."

CREATE A SKATER

Since I'm awed instead of bored with the plethora of Skate Park Editor options, Neversoft has me right [illegible] Maybe they thought I was holding out for the Create A Skater part of the demonstrative [illegible] I hold my tongue, they don't need to know I'm sweating the potential end of the world before I see S-K-A-T-E scattered around Ventura's Skate [illegible]

In THPS1, as levels are completed and stats grow, Bob Burnquist turns from grindmaster to Learjet in no time. Tony Hawk could eventually balance his way around the whole lip of a pool. There wasn't a discrepancy among characters' abilities once they collected a few stat-enhancing tapes. That far from the case in the sequel, and evidence to that end is displayed freely in the blown-out Create A Skater mode.

There are as many ways to customize your skater as there are ways to prepare pasta. You'll be able to choose whether your skater is more inclined to successfully skate vert, street or a mix of the two. Then [illegible] skater's name. From there, move on through the clothing, customizing pants (jeans, shorts, cargo pants, etc.) all the way down to Rollerblades, Globe shoes or Tony Hawk's Adio shoes. You can alter [illegible] throw a Punisher-style skull tattoo on your chest. [illegible] there are a surplus of options, ranging from urban influences [illegible] magnificence. You can even dictate your skater's music preference.

"I totally dig the Create A Skater," says Pease. "It's awesome to have the pros in the game, but it's fun to create your own guy. Now that we have the mullet in there, we've really captured something."

And once you finally stray from narcissism to skating, there are enough options to dizzy a man of average stature. You can build a skater who's skilled at any of 10 different categories: air, hang time, ollie, speed, spin, landing, switch skating, rail balance, lip balance and invert. Unlike in the previous game, all these things will dictate how successful a skater can be with certain tricks. For example, if you're trying to master the [illegible] you'll have to stick with someone attuned to landing. But if you want to work on the 900, try building up air and hang time.

The coolest part of the Create A Skater comes when you hit the [illegible]

(Continued on p. 90)

DO IT ON THE DEMO!

Tony Hawk's Special Moves

Of course you'll see this move available in the demo. It's the move that put Tony Hawk on the skateboarding map forever (like he wasn't already fully rooted there).

→ ↓ ◎

Tony told us that he had this move in mind for a lengthy spell, and once Neversoft put it in the game that he had to finally learn it. Betcha can't guess what he named it after.

↑ ↓ ◎

Chad Muska's Special Moves

Of course anyone can do a backflip (just kidding), but Muska does it with a style all his own. It's not easy to land, and seems to go in slow motion. But a little realism in a backflip never hurt anyone.

↑↓ ⊙

Here's where the madman arrives in full grinding force. The Hurricane Grind is a little spinorama, more tornado than hurricane, that sparks the trucks like a skyscape on the 4th of July.

←→ △

↑↓ Manual

↓↑ Nose Manual

The Cooler Name For A Wheelie

There's a story floating around about an instance when Rodney Mullen picked up a skateboard with the front trucks ripped off. He was seen skating, balancing on the back wheels of the board, which is called a manual (basically a cool name for a wheelie). He proceeded to ollie over something and landed back in a manual. Impressed? You should be.

"A manual is basically riding a wheelie. In our game you can do a manual or a nose manual. You can pull them anytime while skating on the flat ground or you can pull them while landing another trick," explains Scott Pease. "You have to balance them pushing forward or backward while steering the whole time, which is all kind of difficult, but it keeps your trick string growing. If you grind a rail and come out in a manual, you can ride the manual and balance it to the next rail and jump onto that, and it keeps your multiplier growing. You can start to link objects that are halfway across the park, whereas in the old game you had to look for rails next to rails."

Tap R2 to switch stance

Switching Things Up

The addition of Switch skating in THPS2 is yet another checkmark in the depth column. What is it? Tony Hawk knows better than we do: "You're actually skating, doing the tricks backward—in reverse, as if you skate the other way. In the game it labels it "switch." If you're goofy-footed and you're skating regular, then it would say 'switch.' That hasn't really been tapped. And beyond that, people are still coming up with new tricks that they're doing normally. Skating just keeps growing."

"There's no doubt the planets aligned last year. We did the best game we've ever made, skateboarding did one of its resurgences and Tony goes and does a 900 at the X-Games. He was on TV everyday."

Joel Jewett
Neversoft President

CAREER MODE

(Continued on p. 92)

New Blood

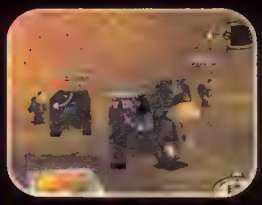
There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.

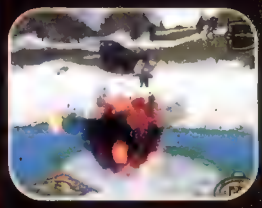
Rodney Mullen
A freestyle world champion 35 times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The kickflip, underflip, impossible, casper, and darkslide are just a few of the patents on his résumé.

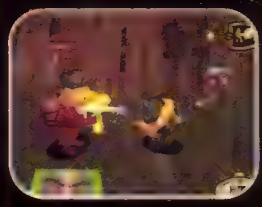
Eric Koston
Eric Koston makes switch and nollie skating look easy. A skateboarding chameleon, he can mimic other riders' styles and tricks with amusing clarity, while the eponymous K-grind bears the imprint of his innovative legacy.

Steve Caballero
Considered a legend by most, Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the '70s and '80s. Cab conquered a 44-stair rail last year with a boardslide. He's been skating forever.

HOGS OF WAR







This little piggy joined the army
This little piggy stayed home
This little piggy had grenades
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other piggies home!

www.hogsofwar-thegame.com

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"Being in this industry you get people's names licensed, but it's a totally new thing with Tony because he's playing the game all the time. He would've been parked here all day but he has his own 'real job.' Yeah right. He's out 'working.'"

Joel Jewett
Neversoft President

skaters that came to us and asked to be in the game, but we had to say no. All the guys in the game are from different teams and are the top guys on each team. We're really lucky to have guys like Muska and Jamie Thomas in there. They could probably go off and do their own game.

I'm content with their selection process. I take a deep breath and await the tapping of the X button. They start off at The School, which is a combination of California hot spots. If you've ever seen a skate video—I've only witnessed one or two—you'll surely recognize this stuff. But before they even enter the level I see a list of 10 objectives. Next to each is a dollar amount ranging from $500 to $15,000. The more difficult the task, the taller the cost. This money can be used to buy better boards, build up your skater's stats or buy new tricks. I'm actually salivating, though I can't justify why.

Once the level starts, they thrust full-tilt into the Leap of Faith. It's a devastating drop, but at the bottom, because of a perfectly timed tap of the button, they nail it. If you don't have a skater with mad landing skills, they're, me, this isn't going to be pretty at all. "You'll break your board," Pease says. Moving on board int[illegible] there are enough picnic tables around to start a Sunday afternoon art revolution. But the coolest part is [illegible] Rune Glifberg (my favorite in the first game) flies off a r[illegible] and manages to catch an impossible rail. The Special Meter [illegible] smiley face yellow and I inquire about the special moves. Will Glifberg's gnarly "Cork Air" be available? Still three special moves per cha[illegible]

"We're going to go up to four," says Pease. "But the characte[illegible] able to do more than just the eight tricks for each direction, too. We'll have a lot more double-taps. Also, a lot of the tricks that were special in Tony Hawk 1 are being downgraded to be medium difficulty moves. We have all new specials. So any given char[illegible] will have a much bigger palette of moves to work with."

Sweet: a bigger palette. How many more moves a[illegible] They've handed me a controller, so I try to stump them with numbe[illegible] could play this game all day. They stare at the [illegible] fingers, toes, pull out an abacus, a calculator, then they [illegible] About three times as many as the first game."

Wow. They've even included some new bails, including a knee[illegible] and the wantonly inhumane "butter." I won't explain that one.

I'm searching for the seventh bail pass. I know it's near the starting point, so I ask for directions.

"The levels are so big you can get lost," says Rausch. He's right. I'm lost. "But if you see an area you can go there."

To illustrate their point they take back the controller cruelly (though politely) and start showing off little tricks to find hidden [illegible] different levels. To open a chain link fence they grind an en[illegible] through a hunk of sheet metal into a money-fil[illegible] yet, but they promise $20s and $50s! They knock down a light[illegible] ronment is as interactive as real life. Do certain things and you never know what good might come of it. In one level you'll need to do a kickflip over vents for cash to shoot out. Awesome. In Philadelphia's Love Park there [illegible] way to winterize the fountain by draining it. In New York you [illegible] can collect subway tokens to fulfill an objective and, in turn, unlock the streaking subway train. If you grind the rotors of a hidden helicopter it'll take flight and new obstacles/grind opportunities will fall from the sky like meteo[illegible]

"We really want to communicate that there's so much n[illegible] throughout the entire game," says Rausch. "Hop[illegible] that, and trying to do a trick off everything you can[illegible]

"I'm bounding off rails, tricking off everything in sight [illegible] soaring into mezzanines and crossbones. They're w[illegible] intended), listening to the ooh and ahh like an entire c[illegible] ing a man swallow swords.

"That's it," one of them says in response to my awed sighs. I'm too busy perfecting Tony Hawk's new Sacktap. "When we hear those sounds, we know we're making the right improvements."

RODNEY & RUNE

One rea[illegible] was such a success wa[illegible] They're not just characters in the g[illegible] along the way. In the fo[illegible] and new addition Rodney Mullen. Glifberg criticized a trick for its [illegible] Scott Pease scribbled a note down and said, "[illegible]

[illegible] once we pried the contr[illegible] hands, we sat and asked the pros a few questions about skating and other cool stuff.

If I want to pick up a chick, as a skateboarder who can't even ollie, what do I have to say?

Rodney Mullen: First you have to tell her you're not skating because you tweaked your ankle skating a rail. Because she'll want to test you. Second, if [illegible] hook up with her, you've got to capture that whole outlaw feel. So tell her [illegible] just want you to know I've g[illegible] arrants [illegible] skating rails." Third, you've got to tell her [illegible] you go to Muenster every [illegible] you usually d[illegible] check up on you. Te[illegible]

Rune Glifberg: [illegible] about a trick you just learned and make up [illegible]

If you could do a trick without fear of bodily harm, what's the craziest thing you think of doing?

RM: I want to grind the Grand Canyon. Take out Evil Knievel.

Can you do all the tricks in real life that you can do in the game?

RM (laughing): I can do about 5[illegible]

RG: [illegible] many different combinations. [illegible]

What would you do if skateboarding didn't exist?

RG: [illegible] job back in Copenhagen.

RM: [illegible] No, I'd be in the circus. They told me [illegible] I'd be working reading Tarot [illegible]

What's the wackiest-named trick you've ever done and what was it named after?

RG: [illegible]

RM: [illegible] they thought it [illegible] And Gay Twist. I don't know [illegible] then you drop it. It's a [illegible]

Have you guys broken any bones from skating?

RG: [illegible]

RM: [illegible] (laughs) [illegible] got [illegible]

How'd it happen?

RG: I just fell, and [illegible] had luck. I fell on it wrong. It wasn't like a big slam or fall or anything like that. I knew it was broken right when I broke it.

RM: I [illegible] my kneecap, too, and that [illegible] It never quite [illegible]

Have you ever had a skate off for a girl?

RG: [illegible]

RM: [illegible] No. [illegible] I'd say I've had that [illegible] the funniest thing [illegible] sucker, [illegible] skating better [illegible] a way.

Have you ever tried to do a Cooler Trick competition for cash?

RM: All the time.

What's your favorite part of Tony Hawk's Pro Skater?

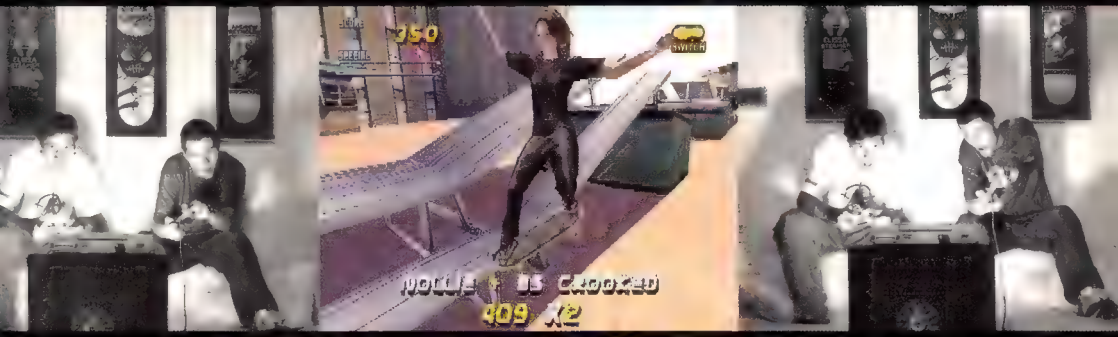
RG: With the first one I just love all the endless combinations. With the second, I love all the new tricks, and the [illegible] to skate in Philadelphia. It's fun [illegible] the real places and see ridiculous rails that are impossible to reach, but you think about how you can get to them in the game. It's cool.

Do you use your character?

RG: Not all the time. I like Andrew.

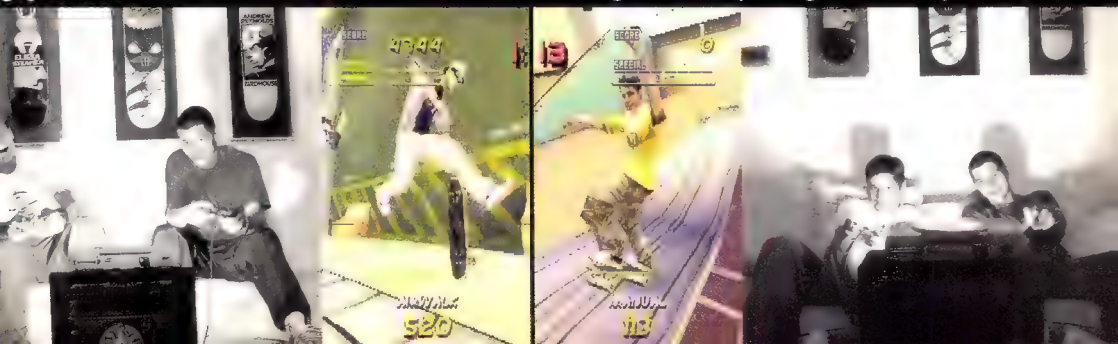
photographs by Joe Toreno

Think about it: professional skateboarders skateboard for a living. So when we sat down to chat,



t was easy to figure why they're always in such good spirits. Rodney Mullen is about the nicest

guy *OPM*'s ever chewed the cud with, and Rune Glifberg's from Copenhagen, which speaks for itself.



Hawk Man

Skateboard legend Tony Hawk talks family, gaming, waking up in an ambulance and the 1080°

story by
Todd Zuniga
photography by
Joe Toreno

[illegible]

[illegible] that

[illegible] ready to make some [illegible]

[illegible] police a sma[illegible]

think back to w[illegible]

to ask about [illegible]

him in some strange way [illegible]

much kind of success [illegible] skate[illegible]

word [illegible]

[illegible] that.

[illegible] tour bo[illegible]

All right, so I [illegible]

[illegible] ted, so I could conceivably cal[illegible]

[illegible]

[illegible] onks, like I [illegible]

[illegible] those [illegible]

anything [illegible] a [illegible]

[illegible] m not going [illegible]

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has somethi[illegible]

him, he'll even admit that [illegible]

[illegible] ed to his success. He'll tel[illegible]

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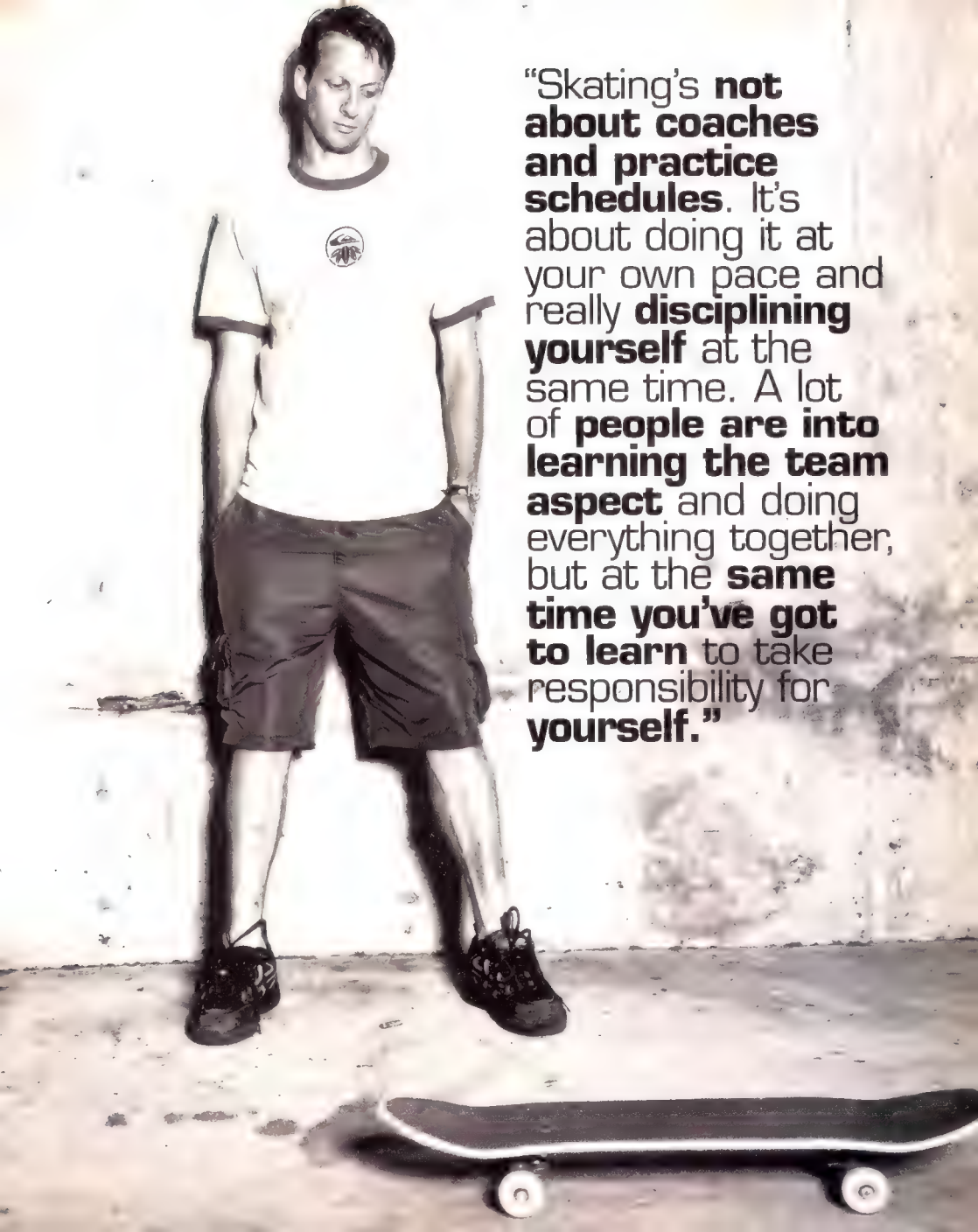


"Skating's **not about coaches and practice schedules**. It's about doing it at your own pace and really **disciplining yourself** at the same time. A lot of **people are into learning the team aspect** and doing everything together, but at the **same time you've got to learn** to take responsibility for **yourself."**

Tony Hawk gets mobbed after achieving the 900.

"Well, [illegible] tricks? How do you come up with the names for tricks?" He's about as off-balance fr[illegible] barrage of questions as he is on a skateboard.

"It used to be how [illegible] not too many new nam[illegible] are brought ut[illegible] tailed a smith grind on the barricade [illegible] has to be someth.ng completely new [illegible] new name. Now it's mostly just combos. Kickflip backflip-tailslide shove it out. You're not g[illegible] make up a new name for that."

He slips off balance and, much like a cat, a[illegible] squarely on his feet. I ask him if [illegible] skat[illegible], but quickly digr[illegible] ask me to give it a try. "What about [illegible] then?"

"We liked to eat at Benihana. But I didn't make it up, my friend [illegible]."

And Madonn[illegible] made a trick up, a one-footed ollie and tail, and told a friend of mine I made up a lot of tricks but I never really saw [illegible] of o[illegible] people [illegible] arms out like wings. He [illegible] couldn't figure out why. D[illegible] know they could learn then[illegible] M[illegible] friend said that I had to nam[illegible] trendy. At t[illegible] est thing I c[illegible] think of was Mado[illegible] People started doing Madonnas all th[illegible]

He's balancing with the board in all k[illegible] ent ways. He tr[illegible] tion, [illegible] flailing. He looks like a ca[illegible] reminds me. "Were you surprised Disney apo[illegible] you about doing [illegible] zan thing?"

Yeah, definite[illegible] ed me if they could [illegible] some footage of [illegible] in their promos for how t[illegible] mated it [illegible] a break from balance no[illegible] A flash pop[illegible] And then they called and asked if I wanted to come to the premiere and [illegible] sure. Of course [illegible] miere with m[illegible] M[illegible] asked me to do the c[illegible] got [illegible] in that, too. It all just kind of u[illegible]

[illegible] con status. He started his own skat[illegible] pany (Birdhou[illegible]), he's done the fabled 900. D[illegible] loves him, and [illegible] in one of the top selling PlayStation [illegible] this expected?

"I just kept skating. All I wanted to d[illegible] getting better at skating. To[illegible] thought about the c[illegible] would have. When I was growing up there really weren't any benefits. I was more of an outcast. It's been fun." A flash goes off again and Tony squints at it, rubbing his eyes. "Actually [illegible] Pe[illegible] friendly when [illegible] Everything [illegible] I felt the game would take on th[illegible] popular game [illegible] to make a fun game [illegible] players."

The photographer says, "Just a few more." It's amazing the sun nash [illegible] intensity of bundles flashbulb light. So how did Tony [illegible] into this pop-skateboarding sp[illegible]

"I don't know. I never really chose that role. I que[illegible] skating has al[illegible] had a tainted image, mostly because there was nowhere to skate so peopl[illegible] just skate on private property, and suddenly th[illegible] outlaws." Tony says. "I guess people like s[illegible]

> "I never really thought about the **career choices or the benefits** that [skating] would have. When I was growing up there really weren't any benefits. **I was more of an outcast.**"

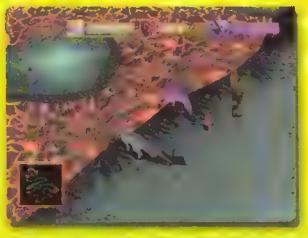
even[illegible] the [illegible] wher[illegible]

ESPN's [illegible] the an[illegible] witness [illegible]

Walt Disney PICTURES PRESENTS

DINOSAUR

SURVIVE IT ON THE PLAYSTATION™ GAME CONSOLE



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playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

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Gex Deep Cover Gecko
Tomb Raider III Strategy
Demo Disc includes. playables,
Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

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March 1999
PlayStation Dictionary
Syphon Filter Strategy
Demo Disc includes· playables.
Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr Domino, Street Skater

☐ *Issue 19*–$10
April 1999
The Year of the RPG
Silent Hill Strategy
Demo Disc includes· playables. R4 Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats Search for Reptar

☐ *Issue 20*–$10
May 1999
Star Wars Episode I–The Phantom Menace Feature
Legend of Legaia Strategy
Demo Disc includes playables
Ehrgeiz, Gex 3. Deep Cover Gecko, Legend of Legaia, Contender

☐ *Issue 21*–$10
June 1999
Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy
Demo Disc includes: playables
Oddworld· Abe s Exoddus, NFL Blitz, Bust-a-Move 4, R4· Ridge Racer Type 4, Elmo s Letter Adventure

☐ *Issue 22*–$10
July 1999
25 Games You Must Play
Street Fighter Alpha 3 Strategy
Demo Disc includes playables, Ape Escape, MLB 2000, The Next Tetris, Tony Hawk s Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2

☐ *Issue 23*–$10
August 1999
Tarzan Lord of the Console
Ape Escape Strategy
Demo Disc includes playables Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

☐ *Issue 24*–$10
September 1999
EA sports vs 989 studios
Jade Cocoon Strategy
Demo Disc includes· playables
UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing

☐ *Issue 25*–$10
October 1999
Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World

☐ *Issue 26*–$10
November 1999
Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes· playables·
Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot WARPED, Cool Boarders 3

☐ *Issue 27*–$10
December 1999
PlayStation 2, Dino Crisis Strategy
Demo Disc includes· playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer

☐ *Issue 28*–$10
January 2000
End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes playables.
Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ *Issue 29*–$10
February 2000
Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes playables. Tombal 2 The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000

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March 2000
Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes playables Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3. Electrosphere

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Star Trek Invasion
Saga Frontier 2 Strategy
Demo Disc includes playables Colony Wars. Red Sun, Spider-Man, Eagle One Harrier Attack, Hot Shots Golf 2, RollcageStage II, Gekido

☐ *Issue 32*–$10
May 2000
PS2 Japanese Launch
Syphon Filter 2 Strategy
Demo Disc includes: playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ *Issue 33*–$10
June 2000
X-Men
Fear Effect Strategy
Demo Disc includes: playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session, Deception III· Dark Delusion

Do You Like It Cheap & Nasty?

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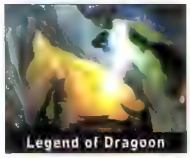
Grind Session

Kurt Warner's AFU


Legend of Dragoon

Spec Ops

THE FINAL SCORE

We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

[illegible] stretch of the imagination a pretty good game: **it plays and looks like it's not finished... but that's apparently not important.** The company he works for has recently been very aggressive in attacking the reviews that [illegible]

> As companies get more massive and swallow up smaller creative teams, the power of the marketing dollar becomes a more important consideration than the quality of the experience

[illegible] that maybe we don't quite understand these particular [illegible] we get it. If it's not, well we're pretty sure that **the "point" is nothing more than a large corporation trying to screw you out of your cash before you get the chance to read about the game first.** It's a sad state of affairs, and ultimately it's you that loses out [illegible]

> "We'd never get away with charging $40 for this, so we rushed it out quick and cheap"

[illegible] for Spec Ops you d[illegible]

It's not all bad this month though, so I hop[illegible] don't sound like I'm just moaning about stuff. **This month's star games were pretty damn good,** with Legend of [illegible]

John Davison
Editor in Chief

MEET THE CRITICS

JOHN DAVISON
Now [illegible] the biggest [illegible] England [illegible] has been [illegible] test [illegible] Spec Ops.

FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: [illegible]
CAN'T WAIT FOR: Metal Gear Solid 2, Timesplitters [illegible]

JOE RYBICKI
Apart from [illegible] the [illegible] www.[illegible] today.

FAVORITE GENRES: Adventure, RPG, [illegible]
CURRENT FAVORITES: [illegible] Alone in the Dark, Tony Hawk's Pro Skater 2
CAN'T WAIT FOR: Dark Cloud, Timesplitters [illegible]

GARY STEINMAN
What's Gary grumpy about? [illegible] Dreamcast [illegible] Resident Evil 3, Alone in the Dark, Nightmare Creatures, Metal Gear Solid, Soul Calibur, Alien Resurrection [illegible]

FAVORITE GENRES: RPG, Adventure, Fighting
CURRENT FAVORITES: Legend of Dragoon, crazy straws
CAN'T WAIT FOR: Munch's Oddysee, Metal Gear Solid, [illegible]

CHRIS BAKER
Chris' first E3 experience. [illegible] Resident Evil 3, Alone in the Dark, Nightmare Creatures, Metal Gear Solid, Soul Calibur, Alien Resurrection [illegible]

FAVORITE GENRES: Action, RPG, Adventure, [illegible]
CURRENT FAVORITES: [illegible] Ms. Pac-Man Maze Madness
CAN'T WAIT FOR: Spider-Man, Star Wars: Starfighter, FEAR

TODD ZUNIGA
After changing the entire [illegible]

FAVORITE GENRES: Sports, Racing, Adventure
CURRENT FAVORITES: Tony Hawk's Pro Skater, [illegible]
CAN'T WAIT FOR: Tony Hawk's Pro Skater 2, [illegible]

SAM KENNEDY
With [illegible]

FAVORITE GENRES: [illegible]
CURRENT FAVORITES: [illegible]
CAN'T WAIT FOR: [illegible]

Covert Ops: Nuclear Dawn

Covert Ops

Covert Ops

• Army Men: World War

Publisher 3DO
Developer 3DO
Web Site www.3do.com

[illegible] know what to expect: **poor controls, repetitive gameplay and weak graphics**—and this time, [illegible]

Final Score ●◖
Joe Rybicki

T — Players: 1-2
Memory Card: 1 block

Army Men: World War

Army Men: World War

• Covert Ops: Nuclear Dawn

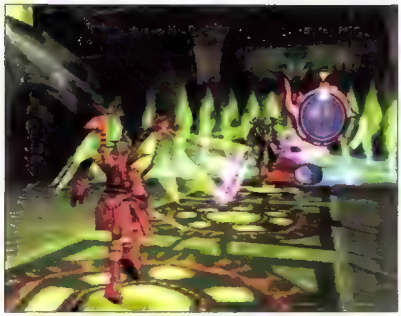
Publisher Activ[illegible]
Developer S[illegible] & Re[illegible]
Web Site www[illegible]

[illegible] **Covert Ops' worst sin lies in its abhorrent camera angles—literally the worst I've encountered in a video game**. As though views in which a trooper's happy [illegible] turn even when I battle [illegible] Ghost [illegible] fighting the guy [illegible] weapon when using the feature.

Still, even after playing through Covert Ops, something makes me [illegible] Maybe it's the [illegible] games. Maybe [illegible] ending [illegible] But whatever the case, I can't help but call Covert Ops **a solid rental**. Let's [illegible] problems for the inevitable sequel.

Final Score ●●◖
Chris Baker

M — Players: 1
Memory Card: 1 block



The Legend of Dragoon

More than just a Square deal?

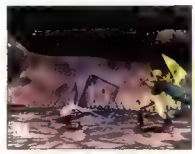
Publisher Sony CEA
Developer Sony CE
Web Site www.playstation.com

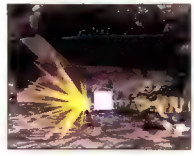
[illegible] **at times surpasses the majesty of Square's games**. Be it [illegible] leaves [illegible] of light [illegible] area [illegible] with moving elements that add another layer of realism and depth [illegible] Aqua [illegible] the [illegible] this [illegible] to the stunning scenery.

Then there's the battle system. Aqua's Dragoon appropriates ideas [illegible] RPGs, but [illegible] ways that create **a refreshingly fun method of fighting**. Combat centers on Additions. Attacks which [illegible] button presses leading up to a powerful finish. Each time you land an Addition, [illegible] for that attack rises [illegible] Dragoon transformations which [illegible] stronger attacks and [illegible] Magic.

Sounds simple enough—and at first, it's. But as you progress through the game, you [illegible] increasingly difficult attacks. While you're likely to have runs in which you [illegible] every Additional hit [illegible] these bigger battles, when timing your moves matters the most. Here, there are even a few fights in which you'll get pummeled by a particular baddie if you don't complete your moves, adding even more pressure to get it right.

But as [illegible] important as the battle system is the story, and that's another area where Dragoon





[illegible] re-emergence [illegible] race [illegible] but even [illegible] The star of the [illegible] art, a young [illegible] than the whiny Cloud (FFVII) but [illegible] natic than the moody Squall (FFVIII). During his adventure, Dart will team up with a [illegible] stereotypi[illegible] et c and [illegible] theless [illegible] the charac-

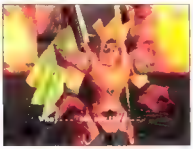
that detracted from an otherwise **well-told story**.

Dragoon's most remarkable feature, though, is its pacing. N[illegible] many RPGs with drawn-out dungeons, obtuse mechanics and overblown stories [illegible] found this game's **gentle learning curve and superior level design** [illegible]

[illegible] me might an[illegible] [illegible] agoon is **extremely linear** [illegible]

it takes to [illegible] Square? M[illegible] is enormo[illegible]

most important, **Dragoon had me completely hooked**. [illegible] anxious to put aside my other [illegible]

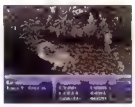


Final Score ●●●●◖
Gary Steinman

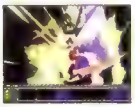
Players: 1
Memory Card: 1 block

A Brief History of Timing

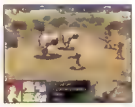
Dragoon isn't the first traditional RPG to combine timed button presses with turn-based attacks. Here's a quick look at some notable predecessors (keep in mind we're not considering action or adventure/RPGs).



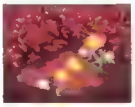
Final Fantasy III
Just one character uses timed attacks in Final Fantasy III, but it's such a cool system that it's worth mentioning. Sabin, a master of martial arts, uses his Blitz techniques to devastate foes. Each attack requires a different button combo that's even more like a fighting game than Zell's Limit Break attacks in FFVIII.



Final Fantasy VIII
Most Guardian Forces can be "Boosted" by furiously mashing the X button in carefully timed spurts. Also, two characters have finger-flexing Limit Breaks: Squall's calls for a series of taps on the shoulder button, while Zell's uses button combos similar to those found in many fighting games.



Shadow Madness
Hitting the X button right as you connect with a standard attack doubles the power of that attack. While this may seem fun at first, it becomes an exercise in tedious monotony after about the billionth time—especially since it's way too easy to pull off with most of the characters. Definitely uninspired.



Super Mario RPG
This SNES classic had one of the most enjoyable RPG combat systems ever. Mario, for example, could jump on enemies' heads, much like in his platforming adventures: the more times you hop on a baddie, the more powerful the attack. Plus, the rest of the cast had similar kinds of attacks.

Gekido

Expendable

Publisher
Developer
Web Site

[illegible] xpendable. First off, **the clunky control is just about useless for a twitch game.** [illegible]

Final Score ●◖
Gary Steinman

Players: 1–2
Memory Card: 1 block

Expendable

Expendable

Gekido

Publisher
Developer
Web Site

[illegible] what really hurts Gekido is **the frustrating amount of cheap hits** [illegible] rall it's **a pretty good fighting package** and anyone interested in [illegible]

Final Score ●●●
Sam Kennedy

Players: 1–4
Memory Card: 1 block

Kurt Warner's Arena Football Unleashed

Kurt Warner's AFU

Kurt Warner's AFU

• Grudge Warriors

Publisher Take-[illegible]
Developer [illegible]
Web Site [illegible]

[illegible] **it's about as polished as Tiny Tank—which is to say, not at all.**

Grudge Warriors [illegible] **it's nothing we haven't seen a number of times before**

However, [illegible] **a number of times.**

Final Score ●●
Joe Rybicki

Players: 1-2
Memory Card: 1 block

• Kurt Warner's Arena Football Unleashed

Publisher Midway
Developer Midway
Web Site www.m[illegible]

[illegible] of the game to **playing football during an earthquake** (it's that bad!) The animations are similar [illegible] and the game [illegible] **a slightly modified Blitz** [illegible]

Final Score ●●●
Joe Rybicki

Players: 1-4
Memory Card: 9 blocks

Grudge Warriors

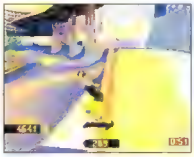
Grind Session

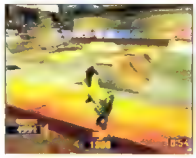
Can Sony's new skater cramp Tony Hawk's street cred?

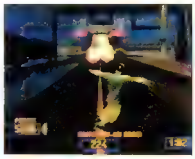
Publisher Sony CEA
Developer Shaba Games
Web Site www.playstation.com

As a Tony Hawk's [illegible] **real challenge**

[illegible] **a real challenge.**







Grind Session is aptly titled considering the amount of points you'll gain by grinding. Nothing like a kickflip to 50-50 to a hardflip to score big.

[illegible] takes the prize. But there are only two of these competitions, which is a bit disappointing [illegible]

I found that Grind Session is a really good game. There, I said it.

up [illegible] p with a guy [illegible] unglasses and a stocking cap [illegible] ackwards hat, or one of two overly attractive chicks. It's cool to pick [illegible] Skating is about culture; let me choose it [illegible] In closing [illegible] the end, Grind Session is a really strong effort [illegible]

Final Score ●●●●
Todd Zuniga

Players: 1-16
Memory Card: 1 block

THE GREAT SKATE COMPARISON

	TONY HAWK'S PRO SKATER	grind session	TONY HAWK'S PRO SKATER
Total # of skaters	12	6 (plus a cast of hidden freaks)	13
Total # of levels	9	9 (if you're counting the Dream House)	8-10 (though we've heard rumors of mini-games)
Ultimate goal	Collect skate tapes	Earn mad respect	Collect big dollars and go spend-crazy
Final word on Create A Skater	Doesn't have it	Pretty half-assed, only two dudes and two pretty ladies	Encompassing; one of the best parts of the game
Coolest area to skate in	San Fran's Embarcadero	Detroit: USA's Murder Capital	Love Park in Philadelphia
Multiplayer options	Can play H-O-R-S-E or T-U-R-D-E-A-T and more!	Can play C.H.U.M.P., but can't change the title. Boo!	Too numerous to count; everything can be multiplayer
Bottom line	Set stage for a barrage of skateboarding games	Should have been called THPS 1.5	Though only 70% finished, it left our jaws dropped

Reel Fishing II

Reel Fishing II

Reel Fishing II

Publisher [illegible]
Developer
Web Site [illegible]

[illegible] far more challenging (not to mention time consuming) than it should be [illegible]

Final Score ●●
Joe Rybicki

Players: 1
Memory Card: 1 block

Spec Ops: Stealth Patrol

Publisher
Developer
Web Site [illegible]

[illegible] pro-longed exposure to the game can evoke extreme rage [illegible] this is supposed to be a game, right? [illegible]

Final Score ●
John Davison

Players: 1-2
Memory Card: 1 block

Spec Ops: Stealth Patrol

But enough about us... What do *you* think?

opm@ziffdavis.com

Strider 2

Strider 2

• Strider 2

Publisher Capcom
Developer Capcom
Web Site [illegible]

[illegible] ferocity [illegible] very much a 2D platform game [illegible] **That's right, folks, unlimited continues. You can easily beat this game in two hours** probably even less. And while playing through does offer decent rewards the first few [illegible]

Final Score ●●●◖
Chris Baker

E Players: 1
Memory Card: 1 block

• Test Drive Le Mans

Publisher [illegible]
Developer [illegible]
Web Site [illegible]

[illegible] game [illegible] OK and sounds fine, but **it all comes across as just being overwhelmingly average** [illegible] in, but it's OK. **My biggest complaint is that the cars feel all wrong.** [illegible]

Final Score ●●◖
John Davison

E Players: 1-2
Memory Card: 2 blocks

Test Drive Le Mans

Test Drive Le Mans

Test Drive Le Mans

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Perfect Dark
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Dino Crisis
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Spider-Man
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Pokémon Phenomenon
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Donkey Kong 64
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Gran Turismo 2
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Speed GT

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Crazy Taxi
Resident Evil Code Veronica
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Mario Party
Wave Race Blue Storm
Final Fantasy 2
Ridge Racer V
Zelda: Gaiden

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MDK2
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Front Mission 3
MLB 2000
Crazy Taxi
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Spider-Man
Tony Hawk (DC)

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Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alundra	Working Designs	●●●●◐	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◐	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◐	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◐	3
Armored Core: Master of Arena	Agetec	●●	31
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Assault	Midway	●●●	15
Asteroids	Activision	●●●◐	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◐	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◐	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Battletanx: Global Assault	3DO	●◐	31
Beast Wars	Hasbro Interactive	●◐	5
Big Air	Accolade	●◐	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◐	19
Blasto	Sony CEA	●●●◐	8
Bloody Roar	Sony CEA	●●●◐	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◐	19
Bomberman World	Atlus	●●◐	13
Boombots	Southpeak	●●◐	27
Bottom of the 9th '97	Konami	●●●◐	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●◐	9
Brigandine	Atlus	●●●◐	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◐	27
Brunswick Circuit Pro Bowling	THQ	●●●◐	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost in Time	Infogrames	●●●◐	23
Bushido Blade 2	Square EA	●●●◐	14
Bust A Groove	989 Studios	●●●●	16
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
C: The Contra Adventure	Konami	●◐	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◐	3
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◐	25
Chessmaster II	Mindscape	●●●◐	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◐	29
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◐	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◐	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◐	31
Colony Wars: Vengeance	Psygnosis	●●●◐	14
Command & Conquer: Red Alert	Virgin	●●●◐	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Countdown Vampires	Bandai	●◐	32
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◐	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dead in the Water	ASC	●●◐	17
Dead or Alive	Tecmo	●●●●◐	8
Deathtrap Dungeon	Eidos	●●◐	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Devil Dice	THQ	●●●◐	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy 2: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Downhill Mountain Bike Racing	Activision	●●◐	27
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●◐	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◐	29
Dune 2000	Electronic Arts	●◐	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Hardcore Revolution	Acclaim	●◐	30
Ehrgeiz	Square EA	●●●◐	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◐	20
Evil Zone	Titus	●●●	25
F1 2000	EA Sports	●●●◐	33
Family Game Pack	3DO	●●◐	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◐	30
Fear Effect	Eidos	●●●●◐	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◐	4
FIFA 99	EA Sports	●●●●◐	17
FIFA 2000	EA Sports	●●●●◐	27
Fighter Maker	Agetec	●●●◐	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◐	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◐	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◐	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◐	11
Freestyle Boardin' '99	Capcom	●●◐	18
Frogger	Hasbro Interactive	●●◐	4
Front Mission 3	Square EA	●●●●◐	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◐	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◐	28
Gauntlet Legends	Midway	●●◐	32
Gex: Deep Cover Gecko	Eidos	●●●◐	20
Gex: Enter the Gecko	Midway	●●●◐	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
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Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◐	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◐	26
Granstream Saga	THQ	●●●	10
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●◐	15
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Hot Shots Golf 2	Sony CEA	●●●◐	30
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Hydro Thunder	Midway	●●	31
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◐	28
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International Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Irritating Stick	Jaleco	●●●	18
Jackie Chan Stuntmaster	Midway	●●●◐	30
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Jeopardy!	Hasbro Interactive	●●●●	17
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◐	3
Jet Moto 3	989 Studios	●●●◐	26
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Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◐	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◐	16
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◐	23
Legacy of Kain: Soul Reaver	Eidos	●●●●◐	25
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Madden NFL 99	EA Sports	●●●●◐	13
Madden NFL 2000	EA Sports	●●●●●	25
March Madness 98	EA Sports	●●●●	7
Marvel SH vs. Street Fighter	Capcom	●●●◐	18
Marvel Super Heroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◐	30
Mass D[illegible]	ASC	●●◐	[illegible]
Maximum Force	Midway	●◐	2
MDK	Playmates	●●◐	3
Medal Of Honor	Electronic Arts	●●●●	27
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◐	32
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Metal Gear Solid VR Missions	Konami	●●●●	25
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Micro Maniacs	Codemasters	●●●●	32
Mission: Impossible	Infogrames	●●	28
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MK Mythologies	Midway	●●◐	3
MLB 98	Sony CEA	●●●	1
MLB [illegible]	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the 9th '99	Konami	●●●◐	12
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Mr. Driller	Namco	●●●●	33
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N2O	Fox Interactive	●●	11
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NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR Rumble	Electronic Arts	●●●◐	31
NBA Fastbreak '98	Midway	●●◐	4
NBA In the Zone '98	Konami	●●◐	7
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NBA Sh[illegible]	[illegible]	●●●	[illegible]
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NCAA Football 2000	EA Sports	●●●●	25
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NCAA GameBreaker 2000	989 Studios	●●●	25
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NHL 2000	EA Sports	●●●●	26
NHL Blades of Steel 2000	Konami	●●	28
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Nightmare Creatures II	Konami	●●	33
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Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
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PaRappa the Rapper	Sony CEA	●●●●●	2
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PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◐	6
Point Blank 2	Namco	●●●◐	20
Pong	Hasbro Interactive	●●●◐	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◐	21
Porsche Challenge	Sony CEA	●●●◐	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●◐	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◐	23
R-Types	Ascii	●●●◐	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◐	15
Rampage	Midway	●●◐	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◐	27
Red Asphalt	Interplay	●◐	3
Reel Fishing	Natsume	●●●	3
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◐	27
Resident Evil: Director's Cut	Capcom	●●●	2
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●◐	14
Roll Away	Psygnosis	●●●●◐	13
Rollcage	Psygnosis	●●●◐	19
Rollcage Stage II	Psygnosis	●●●◐	31
Romance of the Three Kingdoms VI	Koei	●●	30
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
SaGa Frontier	Sony CEA	●●●◐	8
SaGa Frontier 2	Square EA	●●●◐	29
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Scrabble	Hasbro Interactive	●●◐	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◐	19
Shadow Man	Acclaim	●◐	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◐	28
Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◐	29
Sim Theme Park	Electronic Arts	●●◐	33
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◐	15
Smurfs	Infogrames	●●●●	29
Soul of the Samurai	Konami	●◐	24
South Park	Acclaim	●◐	27
South Park Rally	Acclaim	●◐	29
South Park: Chef's Luv Shack	Acclaim	●	28
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Speed Punks	Sony CEA	●●●●◐	32
Speed Racer	Jaleco	●●	8
Sports Car GT	Electronic Arts	●●◐	21
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◐	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◐	22
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◐	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◐	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◐	19
Street Sk8er 2	Electronic Arts	●●●	32
Striker Pro 2000	Infogrames	●●●●	33
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◐	32
SuperCross 2000	EA Sports	●◐	29
SuperCross Circuit	989 Studios	●●●◐	28
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◐	[illegible]
T'ai Fu	Activision	●◐	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◐	12
Tail Concerto	Atlus	●●●◐	26
Tales of Destiny	Namco	●●●●	13
Tarzan	Sony CEA	●●●◐	24
Team LOSI RC Racing	Fox Interactive	●●◐	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tennis Arena	Ubi Soft	●●◐	4
Test Drive 4	Accolade	●●●◐	3
Test Drive 5	Accolade	●●●◐	15
Test Drive 6	Infogrames	●●●◐	27
Test Drive: Off-Road 3	Infogrames	●●	26
The Fifth Element	Activision	◐	15
The Lost World: Jurassic Park	Electronic Arts	●	2
The Misadventures of Tron Bonne	Capcom	●●●●	31
The Next Tetris	Hasbro Interactive	●●●	24
The Unholy War	[illegible]	●●●	[illegible]
Thousand Arms	[illegible]	●●●●	[illegible]
Thrasher: Skate & Destroy	[illegible]	●●●◐	[illegible]
Thunder Force V	Working Designs	●●●	
Tiger Woods 99 PGA Tour Golf	[illegible]	●●●●	[illegible]
Tiny Tank	[illegible]	●●◐	[illegible]
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	[illegible]
TOCA 2	[illegible]	●●●●◐	[illegible]
Tomb Raider II	Eidos	●●●●◐	4
Tomb Raider III	[illegible]	●●●◐	[illegible]
Tomb Raider: The Last Revelation	[illegible]	●●●●	[illegible]
Tombal	Sony CEA	●●●●	
Tombal 2: The Evil Swine Return	Sony CEA	●●●●	[illegible]
Tomorrow Never Dies	[illegible]	●●●◐	[illegible]
Tony Hawk's Pro Skater	[illegible]	●●●●◐	[illegible]
Toonstein: Dare to Scare	[illegible]	●●◐	[illegible]
Toy Story 2	Activision	●●●	[illegible]
Trap Gunner	[illegible]	●●◐	
Treasures of the Deep	[illegible]	●●●●	
Trick 'N Snowboarder	Capcom	●◐	[illegible]
Triple Play 99	[illegible]	●●◐	[illegible]
Triple Play 2000	[illegible]	●●●●◐	[illegible]
Triple Play 2001	[illegible]	●●●●●	
Turbo Prop Racing	[illegible]	●●●	[illegible]
Twisted Metal III	[illegible]	●●◐	[illegible]
Twisted Metal 4	[illegible]	●●●●	[illegible]
Ultimate 8-Ball	[illegible]	●●●●	
Um Jammer Lammy	Sony CEA	●●●◐	[illegible]
Uprising X	[illegible]	●●●	
Urban Chaos	[illegible]	●●	[illegible]
Vagrant Story	Square EA	●●●◐	
Vanark	[illegible]	●●●	[illegible]
Vandal Hearts II	Konami	●●●◐	[illegible]
Vanguard Bandits	Working Designs	●●◐	
Vegas Games 2000	[illegible]	●●●◐	[illegible]
Vigilante 8	[illegible]	●●●●	[illegible]
Vigilante 8: Second Offense	[illegible]	●●●	[illegible]
VR Baseball 99	[illegible]	●●●◐	[illegible]
VR Sports Powerboat Racing	Interplay	●	[illegible]
Vs.	[illegible]	●	
Walt Disney World Quest Magical Racing Tour	Eidos	●●◐	
WarGames: DefCon 1	[illegible]	●●●●	[illegible]
Warpath: Jurassic Park	[illegible]	●●	[illegible]
Warzone 2100	[illegible]	●●●●	
WCW Mayhem	[illegible]	●●●◐	[illegible]
WCW Nitro	[illegible]	●●◐	
WCW/nWo Thunder	[illegible]	●	
Wheel of Fortune	[illegible]	●●●●	
Wild 9	[illegible]	●●●◐	[illegible]
Wild Arms 2	[illegible]	●●●◐	
WipeOut 3	[illegible]	●●●●	[illegible]
World Cup 98	[illegible]	●●●	[illegible]
Worms Armageddon	[illegible]	●●●◐	
Wu-Tang: Shaolin Style	[illegible]	●●●	[illegible]
WWF Attitude	[illegible]	●●●●	[illegible]
WWF SmackDown!	[illegible]	●●●●◐	[illegible]
WWF War Zone	[illegible]	●●●●	[illegible]
X Games Pro Boarder	[illegible]	●●●●	[illegible]
X-Files	[illegible]	●●●	[illegible]
X-Men: Children of the Atom	[illegible]	●●	[illegible]
Xena: Warrior Princess	[illegible]	●●●◐	[illegible]
Xenogears	Square EA	●●●●	4
You Don't Know Jack!	[illegible]	●●●●◐	[illegible]

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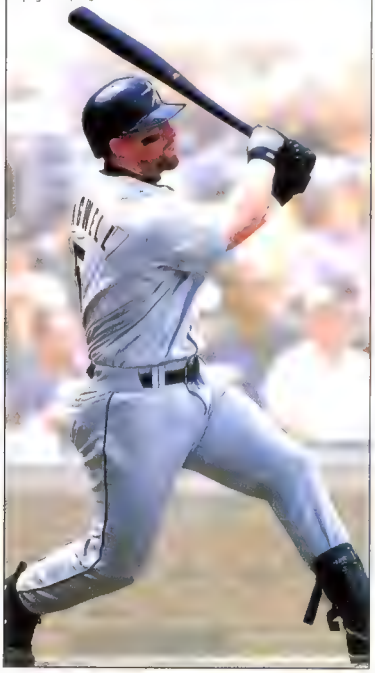
TRICK OF THE MONTH

Triple Play 2001

Triple Play Dream Team

[illegible]

Check out more cool codes in our Triple Play Strategy on pages 114-115



MEDIEVIL II

Cannot be killed?
Many of these enemies cannot be killed—only stunned. It's best to identify these fees quickly. They're a pain.

Learn the patterns:
By knowing the weaknesses and patterns of the enemies, you can save yourself from taking a lot of damage.

Pumpkin
Two good Axe hits will wither the vines of this vegetative nightmare. Attack from a distance.

Mullock
Friendly at first, these guys become a problem really fast. Just keep away from them.

Vulture
Stabbing attacks will cleave these birds, but swings will often miss their heads.

Henchmen
These annoying guys cannot be killed—only stunned. Avoid them like the plague.

Gargoyles
The Gatling Gun will clean the clocks of these flying nightmares. Kill them quickly.

Hunter
Fight fire with fire. Kill these annoying guys with your pistol at close range.

Little Girl
Just avoid this playful pest. You cannot kill this tyke, but she sure can love you to death.

Zombie
Slow moving and weak, these enemies will fall apart easily after a few sword swipes.

Necromancer
Kill off his minions and strike him when he becomes solid. Stop him from raising the dead!

Vampires
Just lead them into the light and keep away until they explode.

Living Armor
Run around these guys to avoid their sword swipes and strike with a circular attack.

Anubis Jackal
Keep away from these fearsome monsters and shoot them from a higher platform.

Army Men: Air Attack

Enable All Co-Pilots

[illegible] go to the Main Menu [illegible] Up, Down, Up, Down, Up, Down, Up, Down. Press Start to accept the code. Begin a new game [illegible] down to the [illegible] access them.

Army Men 3D

[illegible]

Make Sarge Invincible: [illegible]

All Weapons: [illegible]

Bust A Groove

Dance Preview: [illegible]

Alternate Characters: [illegible]

Play as Capoeira: [illegible]

Play as Robo-Z: [illegible]

Play as Burger Dog: [illegible]

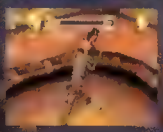
Play as Columbo (The Mouse): [illegible]

Bust-A-Move 4

[illegible]

THE BOSSES

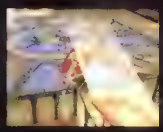
Tyrannosaurus Wrecks



First form: This skeletal Rex will chase you down spewing flames up your backside. After a few attacks the monster will raise up on its hind legs and start calling smaller skeletons. This is when you climb up on its back to slice at the supple pink brain.

Second form: The battle isn't over yet. The boss will return as a flying creature. Dodge the flaming pools that it spits and wait for it to call for a few friends. Use your Pistol to shoot its brain. After you take down this form, you've won.

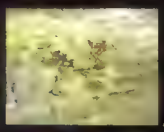
The Count



First form: Flip the mirrors so they stand up straight. When the Count tosses a fireball at you, dodge to the side and his attack should reflect back to him. When the Count charges at you, keep running until he tries to blast you again.

Second form: Weakened, but not defeated, the Count will redouble his attacks. This time you must hit each mirror so it reflects the light from the ceiling. After all of the mirrors are in position, the Count will burn. It only takes a couple of hits after that.

Iron Slugger



Fight to the death: Uppercuts are the key to victory. If you've dropped to less than a quarter of health, keep moving away until the round ends. Once you start pounding limbs from your opponent, you should take him out easily. It may take a few attempts.

Between rounds: If you've lost any limbs, you can retrieve up to two of them between the rounds. You'll have to catch the nasty little imps, but throwing your Axe around should make short work of them. If you want to learn how to fight, try reading the book.

The Ripper

Saving Kiya from the Ripper: Kiya only has a limited amount of health, so if she dies, it's all over! Run around, dodging his blade swipes. The Ripper becomes vulnerable when he goes after Kiya, so take advantage of his weakness and use your Magic Sword to whack him. After you've whittled him down below 50 percent health, he'll start lobbing a plethora of spells at you. This desperate action is easily dodged. The trick to beating the Ripper is to attack him as much as possible whenever he goes for Kiya. For your efforts, you'll get a Chalice of Souls that earns you the Gatling Gun and a new suit of Golden Armor that totally rocks.

The Demon

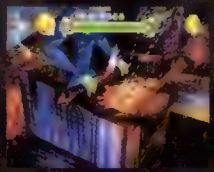
Benchmen battle: You must face Mander and Dogman again. Circle around Dogman and try to cleave Mander with your Sword. The amphibian will be a bigger threat in the long run, so weaken him first. You will likely kill Dogman before him, although you'll do so accidentally. Keep moving and circling. Swing your Magic Sword repeatedly and they'll take some massive damage.

When it is just Mander on the screen, put your sword away and switch to your Flaming Crossbow. Fire away and he'll burn to death without much of a fuss. You are about to face the final opponent.

The final battle: You must face Palethorn as well as a demon he has summoned. It may seem daunting, but this battle isn't too bad once you figure out how to stop them both at the same time.

The demon will start by slamming his fists into the ground. Dodge them and avoid the rubble. He will also radiate fire from the center of the screen. Just jump over it to avoid taking damage.

Palethorn is decked out in a spaceship. He'll rake you with machine guns while launching homing missiles. Keep dodging from side to side to avoid most of the havoc. When he flies overhead, here is your chance to attack. Fire your gatling gun into his backside and he'll temporarily lose control and blast the demon. This will aggravate him and he will backslap his ship as if it were a child's toy. Just do this five or six times to win the game.



More Puzzles:

Talk Demonstration:

AI, Characters

Crash Bandicoot

Crash Team Racing

Unlock Komodo Joe

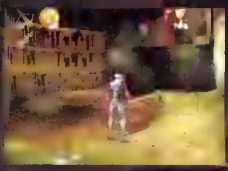
Unlock Papu Papu:

Unlock Pinstripe:

More Tracks:

Invisible Racer (only wheels):

THE CHALICES



1. The Museum

▶ The doorway to the left of the cannon leads to a small garden. If you look above the small pond, you will find the outlines of a Chalice floating there. If you have killed enough enemies, the Chalice will be yours! This will earn you the **Cane Stick** later.

2. Kensington

▶ To find the Chalice, climb up the ladder next to the entrance of the first tunnel. Make your way to the station and ring the bell. The train will arrive, carrying the coveted Chalice of Souls. This will earn you the **Hammer of Thor** back at the Professor's Lab.

3. The Freakshow

▶ There is a barn near the entrance to the spinning corridor. If you enter and climb up to the second floor, you will find the glowing Chalice in the far corner. Collecting this item will earn you the **Crossbow** when you return back to the laboratory.

4. Greenwich Observatory

▶ The Chalice is fairly difficult to reach. It is on the last ruined ship in the ship graveyard. You will have to nimbly jump to get there. You will have to almost kill every single enemy in the area in order to collect enough souls. This Chalice will earn you the **Axe**.

5. Kew Gardens

▶ After you have killed all of the Pumpkin monsters in the garden, you will be able to find the Chalice way up high. Go back to the room where you acquired the Hothouse Valve. Climb to the top of the tree. This will earn you some **Bombs**.

6. Darkenstein

▶ Have you searched and re-searched the entire area for the Chalice and keep coming up empty-handed? Climb the train track and follow it till it weaves above the main computer. Look atop the mainframe. This will earn you the **Broad Sword**.

7. Wolfram Hall

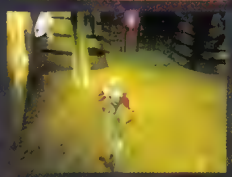
▶ This Chalice is right in the open. You will find it on a table next to the front door of the mansion. You won't be able to get it right away, of course, so you'll have to backtrack to it later. Collecting this item will earn you the **Lightning**.

8. Whitechapel

▶ The Chalice can be found is a small alcove down a side street. It is right near the second cemetery and shouldn't be too hard to find. Just look for the glowing cup and you should be fine. Collecting this item will earn you the **Blunderbuss**.

9. Sewers

▶ If you go back to the room where you saved the first girl, you will notice a pair of spectral hands following you. This is an important clue. Mount the hand and crawl inside one of the Worm pipes. The Chalice you earn will get you the **Magic Sword**.



[illegible]

Super Turbo Pads [illegible]

Scrapbook Option: [illegible] Right

[illegible] Right

After [illegible] game to get [illegible]

Unlimited Wumpa Fruit: [illegible]

Unlimited Bombs. [illegible]

Unlimited Masks: [illegible]

Unlock a New Racer: [illegible]

Ripper Roo [illegible]

Cyber Tiger

[illegible]

Cyber Badlands Course: [illegible]

Cyber Canyons Course: [illegible]
Cyber Sawgrass Course: [illegible]
Cyber Summerlin Course: [illegible]
Now [illegible]

Fear Effect

Infinite Ammo

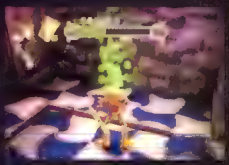
[illegible]

Infinite Health (No Fear)

Get By On Limited Life

Staying Alive

Health reservoirs contain a set amount of life; once you use them, they're gone for good. This means you'll need to conserve your life as much as possible. If you are on a later level and need a quick pick-me-up, look for the secret passages in the easy levels. Remember, you must complete the level in order to acquire what you have gained in the level. Health Vials refill as well.



▶ You can acquire a limited amount of life from these reservoirs.

How to Fight

It's not the size of the sword, it's how you swing it

Dan has two types of attacks with most kinds of weapons. The jab is done with the X button. It is perfect for quick strikes against a single enemy. If you are surrounded, the Square button will normally perform a wider attack that can hit multiple opponents. This attack is generally slower and leaves you open a bit longer.

Charging Up

Many of the weapons have a charge move. This is done by holding down the Square button and releasing when the weapon glows. These attacks vary from weapon to weapon, but most can kill weaker enemies with a single blow. Whenever you get a new weapon, you should try this move (don't worry about wasting this attack—you can do it as many times as you want).

When You Run Out Of Ammunition

The reason for collecting gold

The only way to acquire ammunition for your weapons is to buy it from a bizarre creature known as the Spiv. This creature can also do things such as recharge your magic, or repair your armor and shields. None of these benefits come cheap, though, because the Spiv is trying to make a profit. You can find the Spiv on every level, but he's often hidden. You'll know that the Spiv is around if you hear a weird snorting and grunting. Bring lots of gold to him.

▶ The Spiv will refresh your ammo stocks—for a price.

Out Of Body Experience

What those weird hands are for

Dan can remove his head and place it in one of those spectral hands. This ability allows you access to hard-to-reach spots like small holes. You will trigger this ability once you reach Wulfrum Hall. You will not be able to do this move before.

Last minute help

All of the small secret passages have life reservoirs. Remember the entrances to these passages so you can come back to them at later points in the game. The last few levels are extremely difficult, and you'll need every speck of life you can get your hands on.

Puzzling

You can also use your head to trigger switches far from your body.

Life Bottle Locations

Useful Tools

Life Bottles help keep you alive longer than your normal life meter and they also save you from "instant death" effects such as falling from a great distance. You will find them throughout the course of the game, and each one you get will essentially allow you to gain an extra life. Take a look at the list below to find out where to find them.

Kensington

- Look in the remains of the T-Wrecks house.

The Freakshow

- Look in an alcove behind one of the wagons.

Kew Gardens

- The first pumpkin you see has a bottle out in the open.
- Look in a little room of a real Hothouse.

Wulfrum Hall

- It is down a corridor on the second floor of the mansion.

Wormscapes

- The lady in the cage will give you one.

The Sewers

- After you save the first girl, there is a section you can climb up.

Cathedral Spires

- Look on the side of the main spire by one of the souls.
- Also, look in the room containing the last soul.

▶ Your skull can ride on those strange spectral hands.

WWF SMACKDOWN!

Hidden Jabronis

1st year
2nd year
3rd year
4th year
5th year
6th year
7th year
8th year
9th year

Pre-Season Mania

1 pre-season
2 pre-seasons
3 pre-seasons
4 pre-seasons
5 pre-seasons
6 pre-seasons
7 pre-seasons
8 pre-seasons
10 pre-seasons

Infinite Weapons

1-Hit Death with Firearms
Kills foes with one hit when using a

1-Hit Death with Melee Weapon

Target Practice Mode

Suicide Mode

Down, Down, Down, Triangle, Down

Rate of Fire Increase

Instant Puzzle Solve Mode

FIFA 2000
Hidden Super Teams

Final Fantasy Tactics
Get Cloud in Your Party.

SYPHON FILTER 2

Mission Secrets, and what they unlock

Mission 1 - Colorado Rockies
When you find the H11 crate in the cave near the [illegible] you will unlock the "Colorado [illegible]

Mission 3 - Colorado Interstate 70
When you get the Binoculars out of the crate in the back room [illegible] Colorado [illegible]

Mission 8 - C-130 Wreck Site
Kill Archer with one shot as he [illegible] you will unlock the [illegible] you will unlock the Syphon Filter 1 character [illegible] Two-Player mode

Mission 9 - Pharcom Expo Center
When you find the Girl's Mag in the locker [illegible] unlock the "Pharcom [illegible]

Mission 11 - Moscow Club 32
If you kill all three body guards on the dance floor in the beginning before they toss [illegible] unlock the "Disco Basement" arena

Mission 12 - Moscow Streets
Get the PK-102 from the [illegible] Butler [illegible] Bunker" arena

Mission 13 - Volkov Park
[illegible] you get to the first [illegible] the agent [illegible] find a B.Z.2 disc. The [illegible] "Surreal" arena

Mission 15 - Aljir Prison (Break-in)
If you can make it through the [illegible] the [illegible] Arena

Mission 18 - Agency Bio-Lab (Escape)
When you enter the Operating Room you will unlock the "Agency Computer Lab" arena [illegible] Operating room by entering the [illegible] that you exited to [illegible] second one that leads out into the [illegible]

Mission 19 - New York Slums
Find the Dirty Laundry in the washer in the burning building. This will unlock "D[illegible] Park Arena

Mission 20 - Slums District
If you make it to the top of the stairway in the burning garage you will find a crate with the M[illegible] This will unlock the Syphon Filter [illegible] Two-Player mode

One of the charms of Triple Play 2001 is the crowd of unlockables throughout the game. You'll find some of the All-Century team players who can be unlocked with consecutive strikeouts, diving put-outs and a whole slew of other things. Here's a complete list. Enjoy the pastime!

POTENTIAL CHEAT/ REWARD LIST

Skinny Players – One HR in a game with a player who weighs less than 160 *(13 players—allow created players)*
Large Players – One HR in a game with a player who weighs over 250 *(four players—allow created players)*
Strong Arm – Two Outfield Assists by same player in a game / two Pickoffs by same player in a game / two Caught Stealing by same player in a game
Fast Players – Three SB by same player in a game
Big Glove – One diving catch/wall climb in a game by team
Huge Glove – Two diving catches /wall climbs by in a game by team
Pulsating Glove – Three diving catches / wall climbs in a game
Big Head – Four runs scored in a game by team
Huge Head – Eight runs scored in a game by team
Pulsating Head – Twelve runs scored in a game by team
Big Baseball – Three K's in a game by team
Huge Baseball – Six K's in a game by team
Flaming Baseball – Nine K's in a game by team
Pencil Head – Six K's in a game by team *(against User)*
Tall Players – Eight hits in a game by team
Tiny Players – Twelve hits in a game by team
Tiny Head – Sixteen hits in a game by team
Power-up Offense *(Every player on team's offensive attributes slightly increase)* – eight HR hit in a game by team
Power-up Defense *(Every player on team's defensive attributes slightly increase)* – three double plays turned in a game by team
Power-up Speed *(Every player on team's speed attributes slightly increase)* – six SB in a game by team
Invisible Players – Three Triples in a game by team
Big Bat –Two HR by same player in a game
Small Bat – Three Strikeouts by same player in a game
Pulsating Bat – Five runs scored by same player in a game
Superstar Difficulty *(Better than All-Star)* – Defeat a team in Single Game with All-Star difficulty setting
CPU Assist *(Catch-up logic)* – Defeat a team by more than 10 runs

UNLOCKING THE HIDDEN LEGENDS

Hank Aaron –Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Brave *(Season Mode only)*
Babe Ruth – Hit a HR with the pitcher *(any team)* OR Win the World Series with Boston *(break the "curse of the bambino")*
Willie Mays –Four diving putouts *(catches/over the wall climbs/dive and throw out runner)* in a game

[illegible]

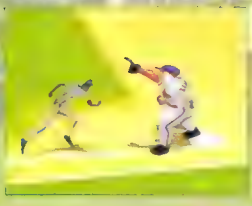
[illegible]

[illegible]

Knockout Kings 2000

Pulsating Heads. [illegible]

Unlock Mills Lane: Go into Exhibit on and [illegible]



(any team) OR collect a HR, a SB, and make a diving putout with the same player in any post-season game *(Season Mode only)*
Frank Robinson –Lead-off the game with back-to-back HRs *(any team)* OR Player from user team wins National League Triple Crown *(Season)*
Harmon Killebrew –Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins *(Season Mode only)*
Reggie Jackson –Hit 10 HR as a team in a game *(any mode)* or hit three HR with the same player in any World Series game *(Season Mode only)*
Mike Schmidt – Four HR from same player in same game *(any team)* OR win the World Series with the Philadelphia Phillies *(Season Mode only)*
Mickey Mantle – Hit a home run longer than 565 feet *(any team)* OR have a player from a user team win an American League Triple Crown *(Season Mode only)*
Jimmie Foxx – Eight RBI's from same player in same game *(any team)* OR collect 175 or more RBI's in a season with the same player *(Season Mode only)*

Willie McCovey – Hit back-to-back -to back home runs in a game *(any team)* OR win the World Series with the San Francisco Giants *(Season Mode only)*
Ted Williams –Collect six hits with the same player in a game *(any team)* OR have a player hit .400 in an entire Season
Eddie Mathews –One triple play *(any team)* OR win the home run crown with a Milwaukee Brewer *(Season Mode only)*
Ernie Banks –Six double plays *(any team)* OR win the World Series with the Chicago Cubs *(Season Mode only)*
Mel Ott – Hit a home run with someone who is 5'7 or less *(any team, including created players)* OR hit a grand slam home run in any post-season game *(Season Mode only)*
Eddie Murray –Hit a home run from both sides of the plate in a game with same player *(any team)* OR win the World Series with the Baltimore Orioles *(Season Mode only)*
Lou Gehrig - Have a user-controlled player hit for the cycle in a game *(any mode)* OR win 117 or more games with a user-controlled team in a season *(Season Mode only)*
Jackie Robinson –Steal four bases with the same player *(any mode)* OR steal home in any post-season game *(Season Mode only)*
Ty Cobb – Steal home two times in same game *(any team)* OR win the World Series with the Detroit Tigers *(Season Mode only)*
Satchel Paige –Strike out five consecutive batters with the same pitcher in a game *(any mode)* OR strike out 150 or more batters with the same pitcher in a season *(Season Mode only)*
Cy Young – Pitch a complete game shutout *(minimum five innings – any team)* OR win 25 or more games with the same pitcher in a season *(Season Mode only)*
Island Stadium – Win a game by three runs in the following stadiums: Coors Field, Pacific Bell Park, Kauffman Stadium, Edison International Field
Space Stadium – Hit a ground rule double in a game in any stadium

DRAFT CENTRAL

If you enter Season Mode you can engage in a draft. There are a lot of guys out there, and the first pick can set the tone for your entire team. Here's a list of who the computer will draft in the first ten picks, and who we suggest taking in the first ten. This, of course, considers the offensive arcade style nature of Triple Play 2001, which tries to convince gamers that pitching doesn't win championships.

Computer	OPM
SP-Pedro Martinez	SP-Pedro Martinez
SP-Randy Johnson	SP-Randy Johnson
1B-Rafael Palmeiro	3B-Chipper Jones
SP-Kevin Brown	C-Ivan Rodriguez
SP-Kevin Millwood	RF-Sammy Sosa
SP-Jose Lima	SS-Nomar Garciaparra
CP-Trevor Hoffman	2B-Roberto Alomar
1B-Mark McGwire	CF-Ken Griffey, Jr.
CP-Billy Wagner	RF-Vladimir Guerrero
1B-Todd Helton	SS-Alex Rodriguez

Next Level Health:

Maximum Health

Refill Magic:

Maximum Magic:

Pass Through Barriers.

Wall Climbing:

Hurt Raziel: Hold L1 and press Left,

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left
Constrict: Hold L1 and press Down

Down
Force Glyph: Hold L1 and press

Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right,

Sound Glyph: Hold L1 and press

Down
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Rig
Fire Glyph: Hold L1 and press Up,

Up,
Sunlight Glyph:

Up
Shift at Any Time:

Left, Circle, Right, Left, L

Legacy of Kain: Soul Reaver

Refill Health:
Down, Circle,

Marvel vs. Capcom

Hidden: EX Option: Pre
ment: app

STAR WARS EPISODE 1: JEDI POWER BATTLES

Play as Captain Panaka

First, beat the game on Jedi mode with Plo Koon. Next, highlight Plo and press select. Captain Panaka's picture should replace Plo Koon's at the top. Press X and you will play as Captain Panaka. Note: Both he and Queen Amidala use a blaster and fists.

Play as Darth Maul

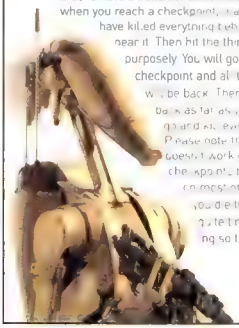
To play as Darth Maul you MUST beat the game as Qui-Gon Jinn in Jedi mode or Easy mode. It doesn't matter. Then go back to the character selection screen and highlight Qui-Gon and press and hold Select until Qui-Gon's picture turns into Darth Maul's picture.

Play as Queen Amidala

To access Queen Amidala, beat the game on "Jedi Mode" with Obi-Wan Kenobi. After doing this, go to the character selection screen on the game you beat on "Jedi Mode" with Obi-Wan Kenobi. Now highlight Obi-Wan, but DO NOT SELECT HIM. In other words, move your green character selector onto Obi-Wan's picture, then stop!! Now hold down Select. The picture at the top of the screen should change from Obi-Wan to Queen Amidala. Now press X to select the Queen.

Point Trick

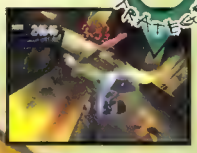
In almost all levels you can get thousands upon thousands of extra points easily. First what you need to do is have a bunch of extra credit. Then when you reach a checkpoint, make sure you have killed everything behind and near it. Then hit the thing and die purposely. You will go back to the checkpoint and all the enemies will be back. Then run back as far as you can and kill everything. Please note that this doesn't work on all checkpoints, but it does on most of them. If you do this can be quite time consuming so try not to die.



SKATING STRATEGIES

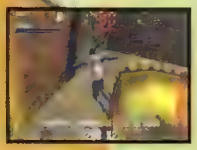
The Manual 900

One of the easiest ways to score big points is to whirl in the air like a helicopter blade. You can do this by holding Left or Right once you've caught some huge air, but that's not a good way to do the monster spin tricks. As soon as you've got some air built up, tap in the command for a move—a grab or an aerial move. As your skater goes airborne, start holding the R1 button. For each 360 you achieve, you'll be rewarded with a multiplier. And if you pull off a 900, well, that's just freakin' cool!



Grind Session

Grinding is an integral part of THPS. You'll need it to score points, but you'll also need to grind to reach otherwise impossible areas. To score the big points using grind tactics, get used to double-tapping X and then holding down triangle once you're in the air. Get the most out of your effort by varying the type of grind you do. If you've just done a 50-50, try a nosegrind. Also, rehearse staying straight up. Tap Right and Left to hold the grind even longer. Best advice: Once you start over-leaning, don't start a new grind.



Stretching the Combo Limits

The most important strategy, high-scoring-wise, is to incorporate your Special Move into your routine. The easiest way to keep your Special meter up is to constantly combo your tricks. So, when you get good air and you're trying to make a solid point run, tap Right and square, then Up and square in the same trick. Then, try the diagonal moves, which are a little harder to link together. This is the best way to score, and it really impresses the ladies (or gentlemen). Also, remember to vary your combination tricks.

Immaculate Grabs

This goes hand in hand with the place allotted for "Manual 900." Once you're getting the hang of grabbing your board, remember to hold on to the circle button to get even more points. Once you've caught air and you're pressing in a direction with circle, hold down a Trigger and you'll start multiplying your score like a madman. Grabs are the most rad maneuvers, and the cool part is that you control how risky it is. If you haven't caught much air, settle for a 540, but if the people below are tiny as ants, try for a gut-wrenching 900.

Icon from page 115

press and hold Select, and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more.

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game and enter CAPTAINDYE. While this mode is in effect, only a mount of health is [illegible] levels. While a [illegible] the game [illegible] you will [illegible] characters by winning the James secret commentation.

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNIS MODE for Uzi-Nut. Multiplayer Power-ups:

American Movie Mode: [illegible] Enigma [illegible] a new game. Enter [illegible] Machine.

Unlimited Ammo: [illegible]

4x Firing Rate: [illegible] CODEC

Reflecting Shots: GOBLUE

Unlock William Shakespeare: PAYBACK

Unlock Winston Churchill: FINESTHOUR

Unlock the Raptor: SUPERLIBERO

From the opening screen, choose [illegible] Machine. Multiplayer Mode.

Codes for Multiplayer Mode:

Unlock Wolfgang: HOOOUP

Unlock Bismarck: [illegible]

Unlock Otto: [illegible]

Unlock Noah: BEACHBALL

Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:

Special Moves

tony HAWK

Kickflip McTwist

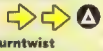
540 Board Varial

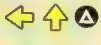
360 Flip to Mute

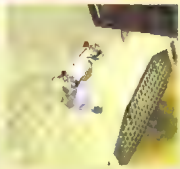
The 900

bob BURNQUIST

Backflip

One Footed Smith Grind


Burntwist


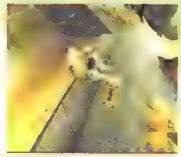


jeff ROWLEY

Backflip

Double Hardflip

Darkslide

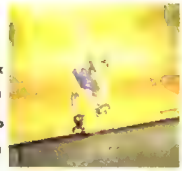


bucky LASEK

Kickflip McTwist

Fingerflip Airwalk

Variable Heelflip



chad MUSKA

Backflip

One Foot Thumpin'

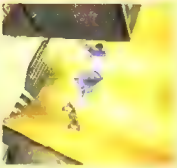
360 Shove It

kareem CAMPBELL

Frontflip

Casper Slide

Kickflip Underflip



andrew REYNOLDS

Backflip

Heelflip Bluntside

Triple Kickflip

rune GLIFBERG

Kickflip McTwist

Christ Air

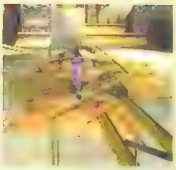
Triple Kickflip

jamie THOMAS

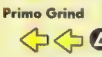
Frontflip

One Footed Nose Grind

540 Flip

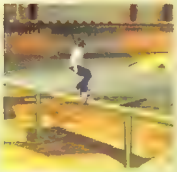


elissa STEAMER

Backflip


Primo Grind

Judo Madonna



Hidden Skaters

officer DICK

Yeehaw Frontflip

Assume the Position

Neckbreak Grind

private CARRERA

The Well Hardflip

Somi Spin

Ho Ho Ho

Unlock the Making of Level 1 (History): INVASION
Unlock the Making of Level 2 (History): BOGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STJKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VCTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: LWGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES
Mission Log Codes: [illegible] a saved game enter the password, then highlight [illegible] and go to any previous [illegible] Secret Codes screen
Audie Murphy Mode (Invincibility): MOSTMEDALS
Wire Frames: TRACEFRM
Cheaters Never Prosper: Enter [illegible] Hear a voice say, "Cheaters never prosper," once the trick is entered correctly.
All Levels Open: Down, Up, Right, Left, Triangle [illegible]
Mega Points: [illegible]
Triangle, Circle, X, Square [illegible]
All the Gold Medals: [illegible]

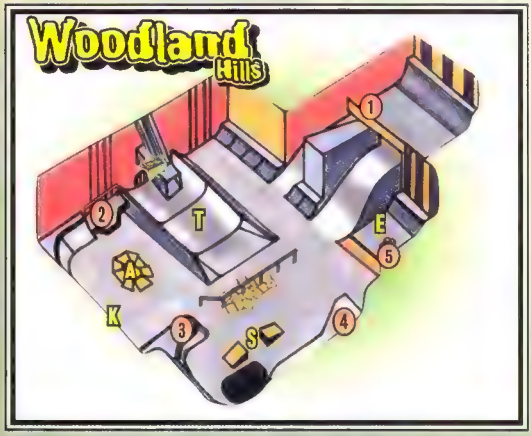
Metal Gear Solid

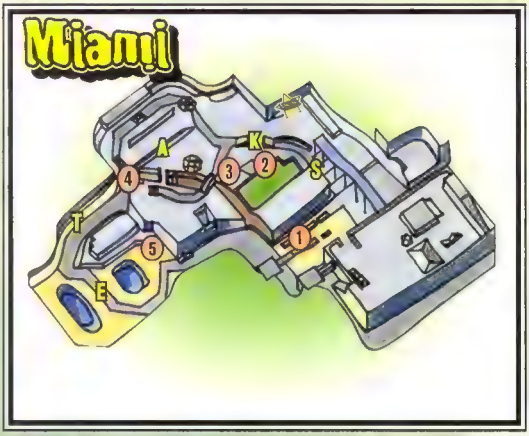
Snake's Tuxedo. [illegible]

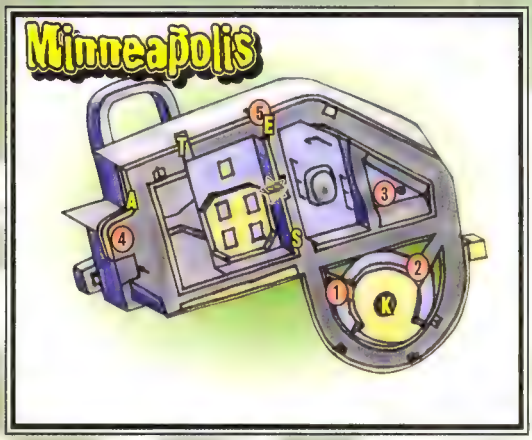
NHL 2000

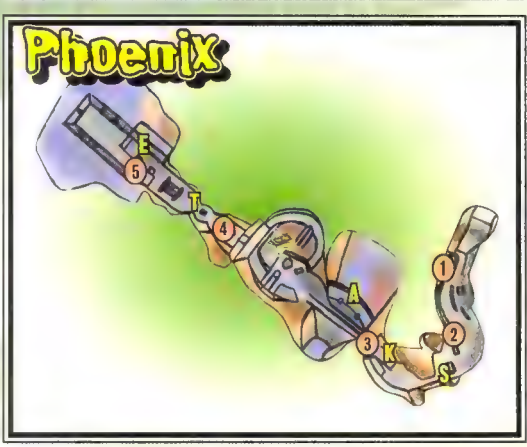
[illegible]

Awesome Players: [illegible]









[illegible]

player Pete Forsberg [illegible] After you [illegible] Answer [illegible] Create a new player [illegible] team with no stats.

Awesome Defensemen. [illegible] player Sandis [illegible] After you [illegible] this [illegible] Answer [illegible] player [illegible]

[illegible]

Awesome Goalie. [illegible]

[illegible]

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold [illegible]

View all FMVs: At the [illegible]

Invincibility: While playing a game, [illegible] Triangle, Circle, Triangle [illegible]

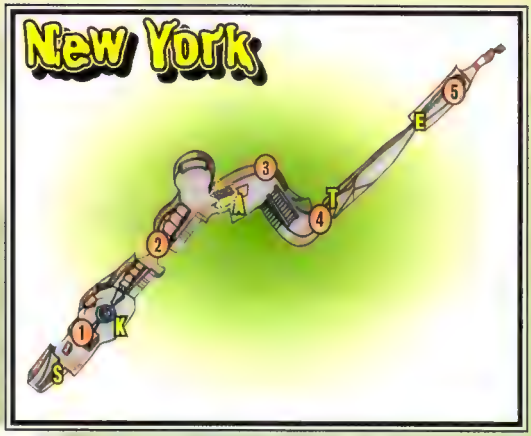
Next Section Warp: During the [illegible]

will decrease the number of saved [illegible]

Sled Storm

[illegible]

New Sled and Players. [illegible] R1, R2, L1, X, Triangle [illegible] the Sled [illegible]



Career Mode Maps

If you're struggling to find all the stuff you need in the Career Mode levels of THPS, these might be what you need. You'll be able to find S-K-A-T-E on each of the maps represented by the corresponding letters (duh!), while the numbers on each map represent the objectives for each level. For example, the numbers in New York show where you'll find the signs for some good ol' fashioned wrecking. Finally, you'll notice a glowing tape icon to help you find those devilishly concealed Hidden Tapes. These should help you find what you're looking for. Skate or die!

[illegible]

Spyro 2: Ripto's Rage

[illegible]

Big Head: Up, Up, Up [illegible]

[illegible]

PaRappa [illegible]

All Abilities. Circle Circle Circle [illegible]

View Credits: [illegible]

Star Wars: Ep. I—The Phantom Menace

Test Droid Debug Cheat: Go to the main [illegible]

RESIDENT EVIL

Resident Evil: Director's Cut

Double Ammo Trick. [illegible]

Resident Evil 2

Play as Hunk: [illegible]

Play as Tofu: [illegible]

Alternate Costumes [illegible]

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada. [illegible]

Resident Evil 3: Nemesis

Boutique Key : [illegible]

Giving the Final Nemesis the Dirt Nap: [illegible]

Explosive Shotgun Shells: [illegible]

Herb Combinations: [illegible]

Blue= [illegible] Green= [illegible]

Red= [illegible]

[illegible] Green+Green= [illegible]

[illegible] Green+Blue= [illegible]

[illegible] Green+Green+Green= [illegible]

[illegible] Green+Green+Blue= [illegible]

[illegible] Red+Green+Blue= [illegible]

[illegible]

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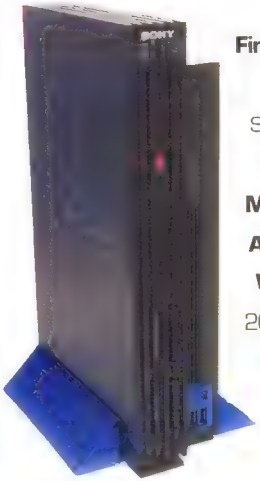

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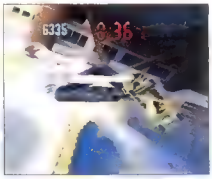

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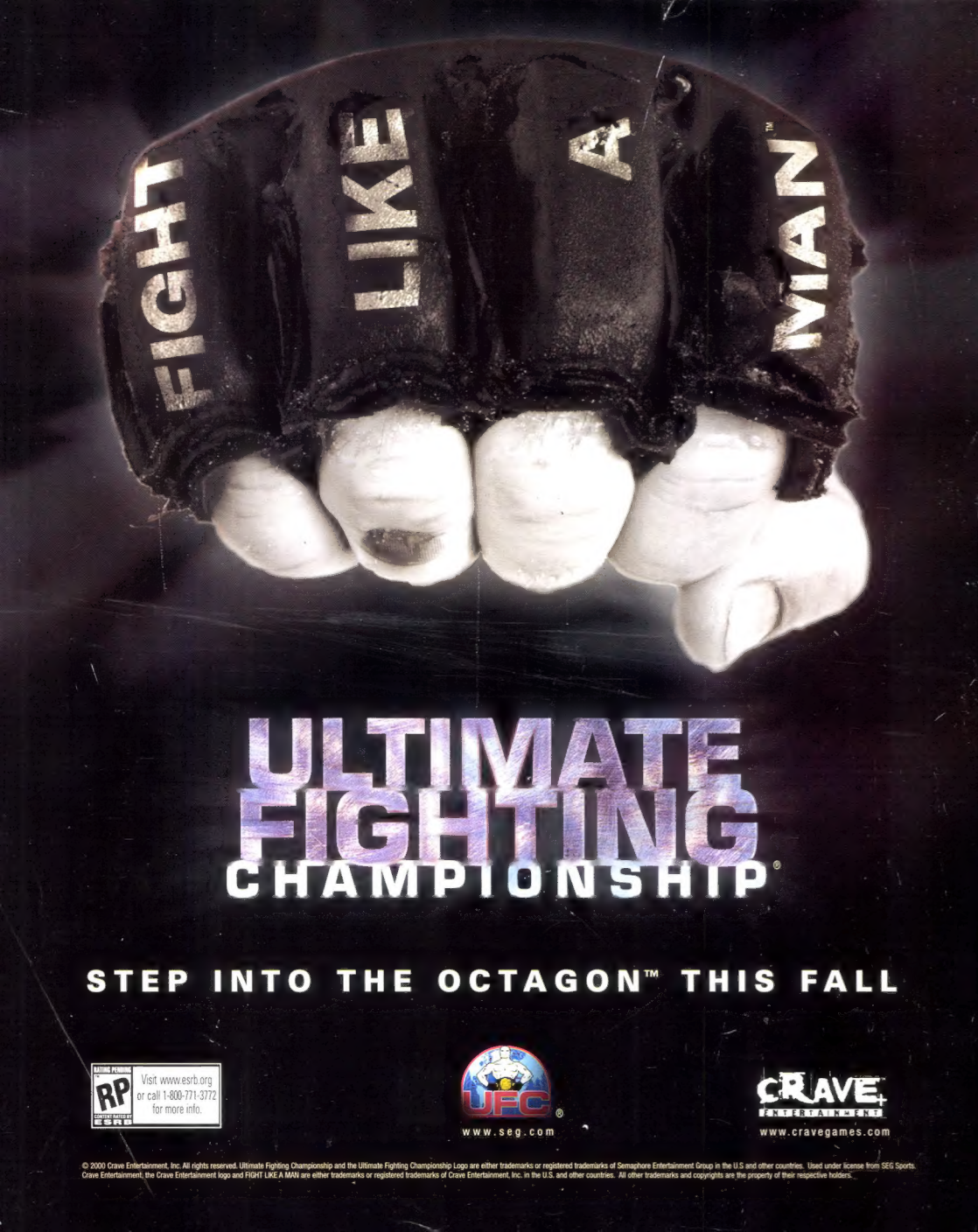
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